

DARKWATCH™



BASED ON A GAME
RATED BY THE
ESRB



COVERS MICROSOFT XBOX® AND PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



DARKWATCH™

OFFICIAL STRATEGY GUIDE
BY ELLIOTT CHIN

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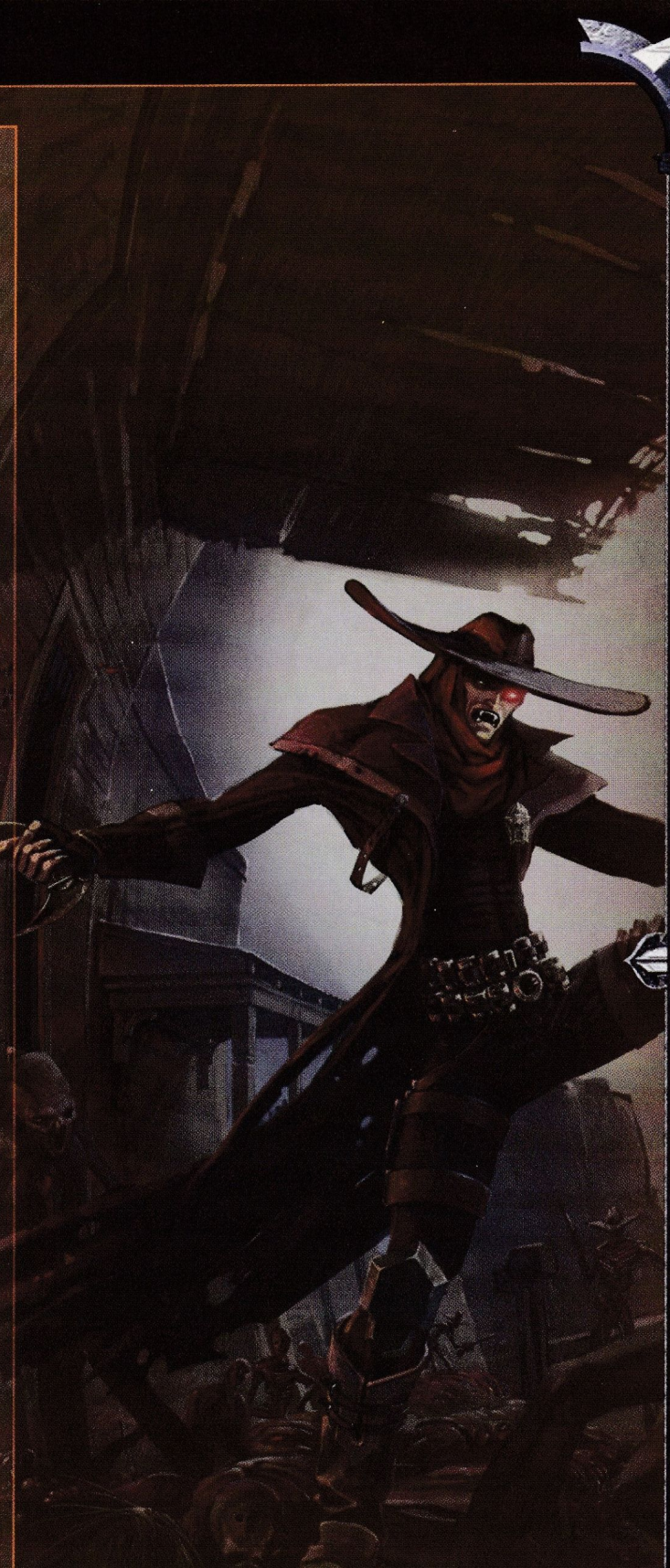
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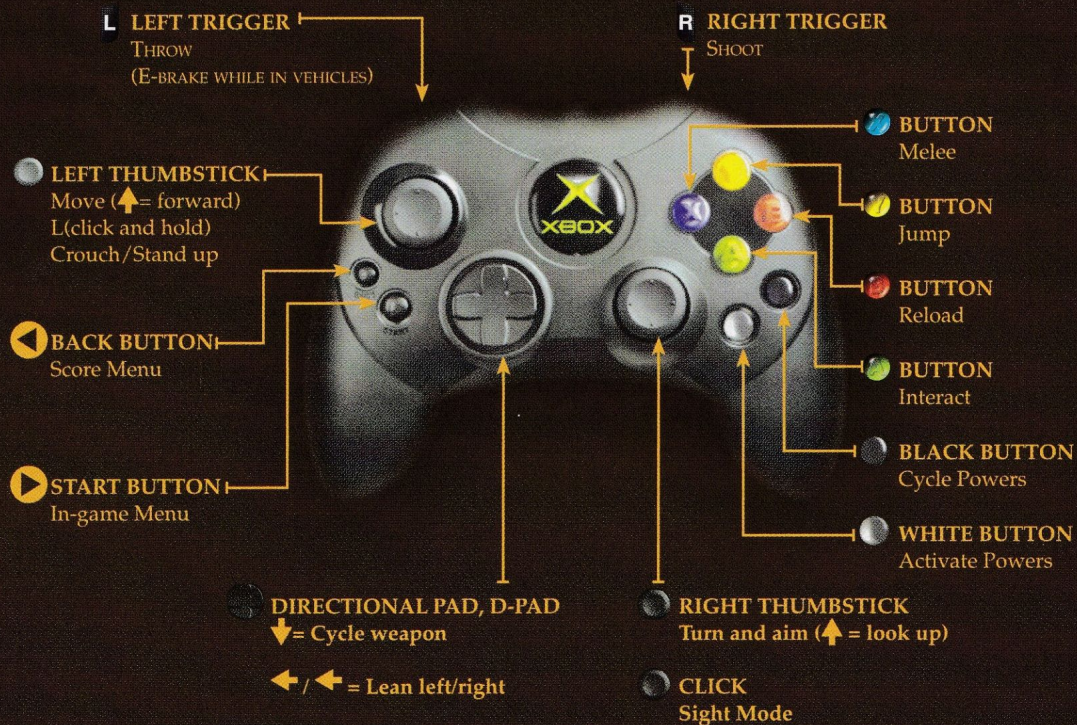
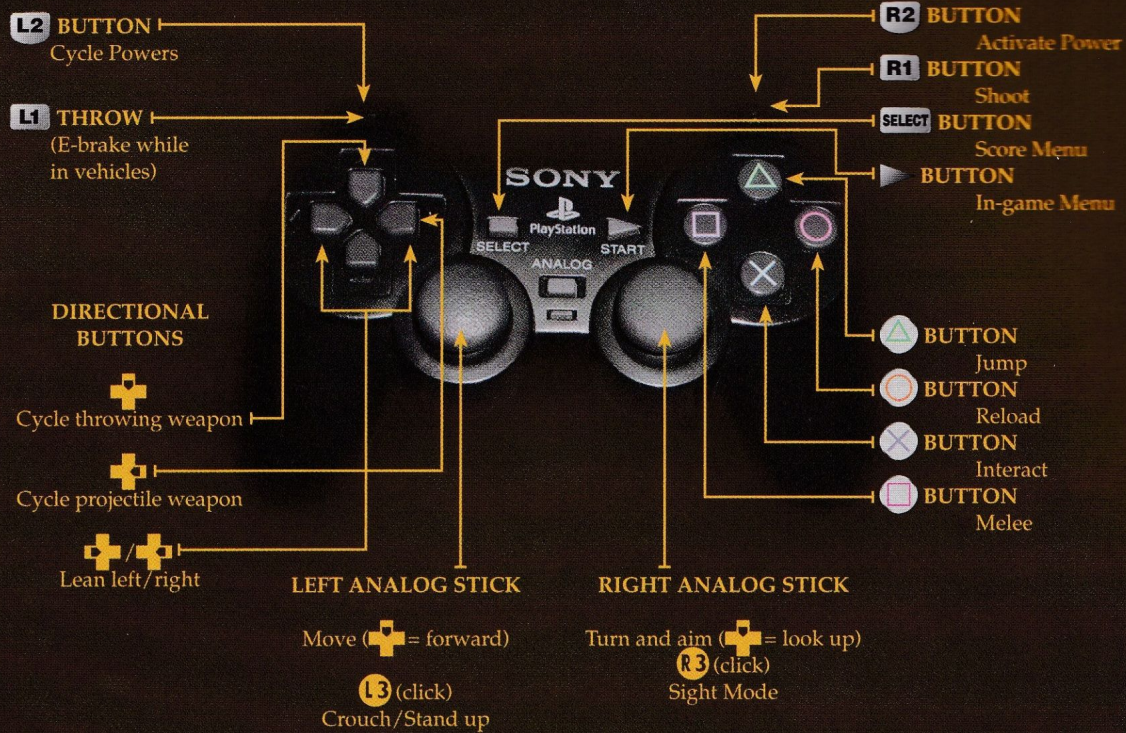
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YOU ARE JERICHO CROSS, A HARDENED OUTLAW WHO HAS JUST UNLEASHED AN ANCIENT ABOMINATION UPON THE WILD WEST. NOW YOU MUST JOIN FORCES WITH THE DARKWATCH, AN ANCIENT ORDER DEDICATED TO FIGHTING THIS UNDEAD EVIL. TOGETHER, YOU WILL SLAY THIS ENEMY TO SAVE YOURSELF AND THE INNOCENTS YOU'VE DAMNED WITH YOUR ACTIONS.

BASIC CONTROLS



PLAYSTATION 2 VS. XBOX

THERE ARE SOME IMPORTANT DIFFERENCES BETWEEN THE PLAYSTATION 2 AND XBOX VERSIONS OF DARKWATCH.

THE PLAYSTATION 2 VERSION OF THE GAME HAS AN EXTRA SINGLE-PLAYER MISSION—WAR TRAIN. IT ALSO HAS AN EXCLUSIVE WEAPON (THE SPLITTER GRENADE) AND A COOPERATIVE MULTIPLAYER MODE.

THE XBOX VERSION HAS ONLINE PLAY OVER XBOX LIVE, AS WELL AS EXCLUSIVE MULTIPLAYER MAPS AND GAME MODES.

VAMPIRE POWERS

In Darkwatch, you quickly gain access to Vampiric Powers. The initial powers available to you are Blood Vision, Vampire Shield, and Vampire Jump.

GOOD AND EVIL POWERS

As the game progresses, you can learn additional Vampire Powers of even greater strength. There are eight powers in total that fall into two categories: good and evil. They are presented below in the order you can acquire them.

GOOD	EVIL
Silver Bullet	Blood Frenzy
Fear	Turn
Mystic Shield	Black Shroud
Vindicator	Soul Stealer

More information about the Vampire Powers can be found in chapter 3.

SPIRIT BAR: GOOD VERSUS EVIL

Once you become a vampire, you gain a spirit bar at the bottom left hand of your screen. This records your good or evil progress.

At various times in the game, you are faced with moral choices to make. Depending on your choice, you gain good or evil points for your spirit bar. These moral choices, also called Blood Judgments, give a sizeable boost to your good or evil meter. There are also smaller choices to make throughout the game when you encounter tainted victims. When you encounter one, you can release its soul for good or evil. Doing so gives you a tiny incremental bump in your good or evil bar. When one bar is full, you gain a new Vampire Power.

The values on your good and evil bar operate independently of one another: making a good choice does not subtract from your evil bar and vice versa. Thus, by the end of the game, when you have gained all powers for your side, you can begin to make opposite choices to learn the first or second Vampire Power of the other side.

A NOTE ABOUT WALKTHROUGHS

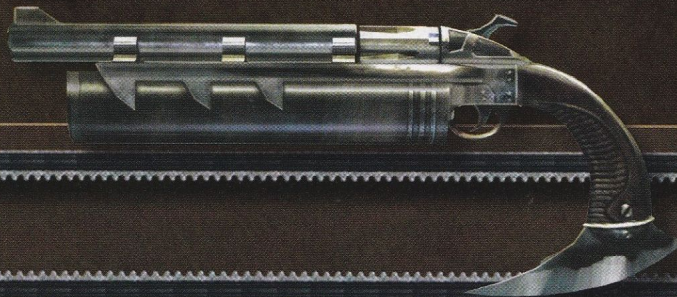


THE STRATEGIES IN THE WALKTHROUGHS APPLY TO THE COWBOY DIFFICULTY LEVEL. THIS IS THE MEDIUM DIFFICULTY. ON THE EASIER DIFFICULTY, ENEMIES TAKE LESS DAMAGE TO KILL AND ALSO DEAL LESS DAMAGE. AT HIGHER DIFFICULTIES, ENEMIES HIT HARDER AND CAN TAKE MORE HITS. KEEP THIS IN MIND WHEN REVIEWING THE WALKTHROUGHS IN THIS GUIDE.

JERICO'S ARSENAL: WEAPONS

REDEEMER

This is the first weapon you can pick up. It is a mediocre weapon with a weak melee attack. Its advantages are a very fast reload rate and a large clip size. It also has a great secondary-fire mode where you fan the hammer by holding down the trigger for a much faster rate of fire. However, when you do this, the weapon moves up, so you need to compensate as you fire to stay on target. The Redeemer is best when used with the Silver Bullet Vampire Power, when facing many weak enemies, or a single strong enemy. In the latter case, you must use the fast rate of fire for the best effect.



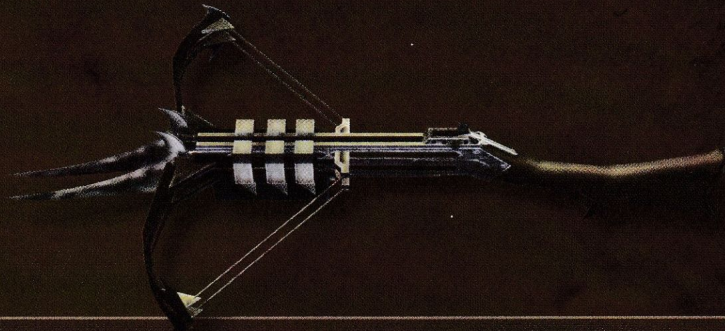
CARBINE

The Carbine does mediocre damage but it doesn't lose any power at long range. That makes it ideal against far off enemies. It is great for making headshots and a good option against Keggers. It has a large clip size and an average firing rate. However, it is slow to reload. If swarmed, there are better weapons to use. However, it is a great substitute for a Range Rifle. You can use Blood Vision and the Carbine to score one-shot kills from very far away. The Carbine is an all-around good weapon that is made better with its long-range sniping capability when combined with Blood Vision. It also has a good melee attack.



DUAL CROSSBOW

This weapon fires a bolt that lodges in a target or surface on contact and detonates after a short delay. It is perfect for hitting slow or immobile targets, such as Oozers and Marks of Evil. It has a fast fire rate, so you can pump enemies with multiple bolts that explode for great damage. However, this weapon is almost useless against melee units. The firing rate is slow and the delayed detonation puts a rushing enemy in close range by the time the explosion occurs. It does a good amount of damage, but (with its delay) it is a poor man's rocket launcher. It also has a mediocre melee attack.



SHOTGUN

This is the best short-range weapon in the game. It deals a good amount of damage up close, and it is ideal against tough melee targets like Banditos, Vipers, and Braves. However, it loses lots of power at range, making it very weak against mid-range and long-range enemies. Like the Carbine, it has a slow reload speed but decent firing rate. It also has a small clip, so you need to reload it often when facing large swarms. Use some melee attacks in this case to conserve ammo. Luckily, the Shotgun's melee attack is good. If you carry a Shotgun, complement it with a long-range weapon.



DUAL PISTOL

The Dual Pistol is a good weapon, but it requires a decent amount of skill to use. It has the fastest firing rate in the game. Individually the pistol attack is weak, but with the firing rate you can deal tremendous damage to a target. It is best against large and tough opponents. However, as you fire, the pistols move up, so you need to compensate for this to stay on target. The Dual Pistol has a good melee attack, but it usually hits the arms of enemies rather than the head or chest. Thus, it's not as good in melee as the Shotgun or Carbine. The Dual Pistol loses power at range, and it also burns through ammo very quickly. Fortunately, this is offset a little by its quick reload rate.



RANGE RIFLE

The Range Rifle is the best precision, long-range weapon in the game. It has two modes of zoom that enable you to kill enemies from very far away. It is great against Riflemen or the bow-wielding Braves. It has a slow rate of attack and a very small clip. As such, you can only fire it four times before reloading. In addition to this, only 16 additional shots can be carried to reload the rifle, so you must conserve the ammo for this weapon carefully. It is very poor in close range combat, due to its firing rate and weak melee attack. It is best to pair the Range Rifle with a good short-range weapon. The Shotgun is a good complement for it, but the ammo capacity of this combo leaves something to be desired.



RAIL ROCKET

The Rail Rocket has a very slow attack that detonates on impact. It is excellent for killing groups of enemies from long-range. It's also perfect for killing Oozers, Marks of Evil, and stationary Banshees. Do not use it against fast moving targets, which can easily dodge the rocket. Also, refrain from using it at close-range, since the blast will kill you too. It has a good melee attack, but its clip is even smaller than the Range Rifle. It can only hold three rockets and only nine additional shots can be held to reload it, it has a very slow reload rate, and it also has a very slow rate of fire. You can guide the rockets to their target by holding the R1 button (on the Playstation 2 controller), or the right trigger on the Xbox controller. Your other weapon must be a good all-around one if you carry the Rail Rocket.



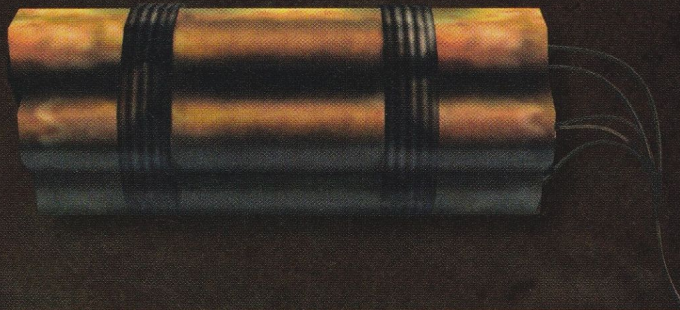
SCEPTER

The Scepter is a melee weapon. You attack with it by pressing the melee button. It does a good deal of damage, on par with the butt of a Shotgun, or the barrel of a Rail Rocket.



DYNAMITE

Dynamite is an excellent explosive that you can hurl at enemies. After a short delay, it detonates, doing damage to all of the enemies in its blast radius. You can hold up to six sticks of Dynamite. This weapon is best used for taking out large groups of enemies at long range, or for destroying Marks of Evil.



SPLITTER GRENADE*


The blast radius of the Splitter Grenade isn't as good as Dynamite. However, it explodes instantly on contact, rather than bouncing off targets. You can only hold three of these weapons at a time.




** Playstation 2 only*

JERICO'S CURSE: VAMPIRE POWERS

VAMPIRE JUMP

The double jump, or Vampire Jump, is usable once you become a vampire. To perform it, tap the jump button twice (Y button on Xbox and  on PS2).

The Vampire Jump can be used to leap onto ledges and out of the way places. It can also be used in battle to leap over enemy projectile attacks.

To land instantly while in mid-air, press the "interact" button (A on Xbox and  on PS2).

VAMPIRE SHIELD

The Vampire Shield is the yellow bar above your red health bar. Damage to you always hits your Vampire Shield first. This shield also regenerates over time quickly by itself. Blood Clouds do not replenish your shields.

BLOOD VISION

Blood Vision is engaged by pressing down on the right analog stick. While in Blood Vision, your view is slightly zoomed in and all enemies, weapons, and interactive items are highlighted.

Use Blood Vision when you are lost to find doors. This power is also useful for scanning dark areas for extra weapons and Blood Canteens.

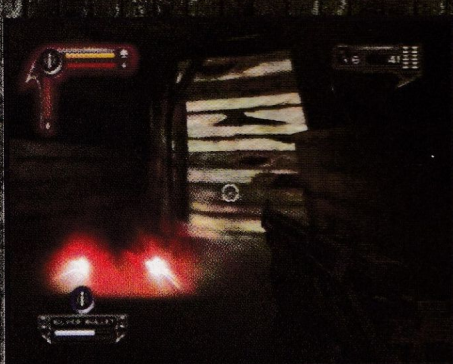


Blood Vision is most useful, however, for sniping. If you don't have a Range Rifle, the Carbine and Blood Vision are the next best thing. You can spot an enemy easier with blood vision making it easier to score headshots from a distance.

Don't use Blood Vision in melee. With the zoomed perspective, it makes it much harder to see your enemies and maneuver.

USING BLOOD CLOUDS

BLOOD CLOUDS ARE DROPPED BY ENEMIES. WEAK ENEMIES, SUCH AS REAPERS AND GUNSLINGERS, ONLY DROP ONE. STRONGER ENEMIES, SUCH AS HELL REAPERS AND BANSHEES, DROP TWO. THE TOUGHEST OPPONENTS EVEN DROP THREE OR FOUR.



PICKING UP A BLOOD CLOUD HEALS YOU. BUT IF YOUR LIFE IS AT FULL, THE BLOOD CLOUDS ALSO ADD TO YOUR BLOOD BAR, WHICH FUELS YOUR VAMPIRE POWERS. IF YOU ARE WOUNDED, GRAB ANY AVAILABLE BLOOD CANTEENS BEFORE PICKING UP BLOOD CLOUDS.

GOOD POWERS

SILVER BULLET

Silver Bullet is an excellent power. While it is in effect, you deal double damage with your weapons. It also lasts a long enough to help you clear out hordes of enemies. Use it against the tougher enemies in the game, such as Vipers, Oozers, Banshees, and Braves. It is wasted against Reapers and Gunslingers. Silver Bullet is great when used in conjunction with rapid-fire weapons like the Dual Pistol and Redeemer secondary mode of fire. The relatively weak damage of each individual hit is negated by the Silver Bullet power and you are left with a rapid-fire, powerful weapon.

FEAR

Fear is a good power to use when you are swarmed by enemies and you are low on health. If you are about to fight or still at full health, Silver Bullet is better, since you don't have to worry about life yet and your priority is killing rather than survival. Instead, Fear buys you time. Until you get a power such as Vindicator or Soul Stealer, Fear is a good way to instantly stop a bunch of enemies. However, it works best against weaker enemies because stronger ones, like Vipers and Oozers, simply ignore it.



MYSTIC ARMOR

This power layers another shield on top of your existing Vampire Shield. In most cases, it is better to use Silver Bullet to kill enemies faster. However, against many Riflemen, and when out in the open, Mystic Armor is very helpful. In this case, it lets you withstand their sniping attacks so you can enter sniper or Blood Vision mode to kill them.

VINDICATOR

This is the good side's best power. It fires a single bolt of lightning that hits a target and arcs to another until all enemies on screen are hit. The bolt instantly kills any enemy it hits, with the exception of bosses, Oozers, and Marks of Evil. Your first target must be within mid-range, but Vindicator has no range limit and it can be used to clear areas of multiple threats. It is great to use when fending off a combination of melee and ranged attacks, since the Vindicator bolt obliterates close-up enemies and arcs to long range foes. However, because the bolt has to fly to each target, you can still be hit while the bolt travels its course. Thus, while it kills all enemies on screen, it does not do so instantaneously.

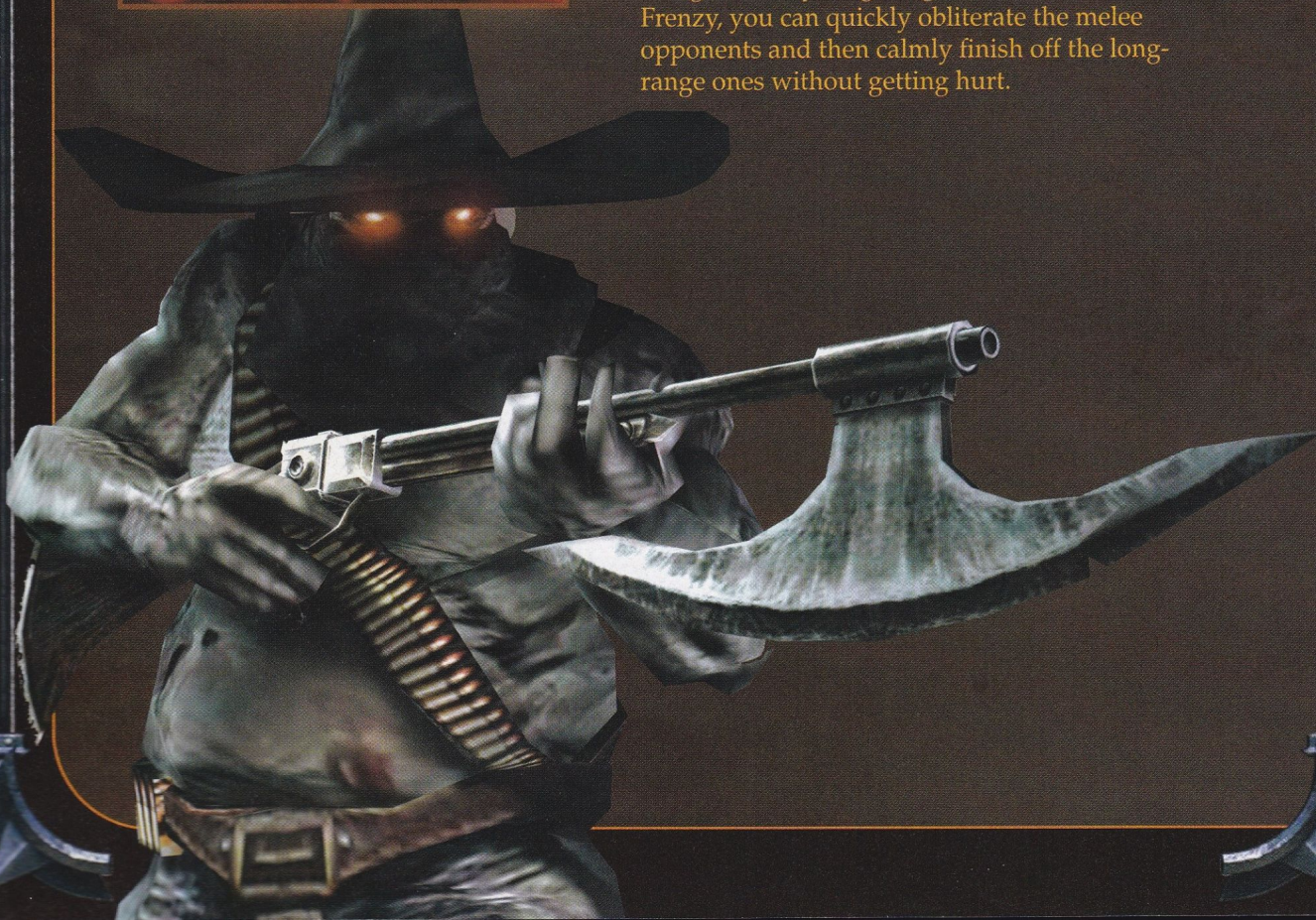


EVIL POWERS

BLOOD FRENZY



Blood Frenzy is a fantastic power. Even if you go the good route, choose evil during the later Blood Judgments and tainted victim releases to gain this power. Blood Frenzy makes you temporarily invulnerable and doubles your melee attack power. It's great to use when swarmed by enemies in the later part of the game. This power is particularly helpful when you are being attacked by a combination of heavy melee units, like Vipers and Braves, while at the same time being struck by long-range units. With Blood Frenzy, you can quickly obliterate the melee opponents and then calmly finish off the long-range ones without getting hurt.



TURN

Turn operates much like Fear. However, instead of standing still with terror, the undead enemies sometimes fight each other. This power isn't always reliable. Strong enemies ignore its effects, and sometimes even weaker ones simply stand still rather than fight. Like Fear, use it as a last resort when swarmed or near death. Otherwise, other powers are better suited to most situations.

BLACK SHROUD

This power is best used like Mystic Armor, to provide additional protection when you cannot otherwise find cover from weak ranged attacks. However, as an added bonus, Black Shroud also deals a little damage to targets that hit you. This effect also overlaps with Blood Frenzy to an extent. However, Blood Frenzy is better in every way. It grants actual invulnerability and increased melee strength for its duration, while black shroud gives you a finite amount of extra shield protection. Against enemies like the Viper, the Black Shroud runs out very quickly and provides little lasting protection.

SOUL STEALER

This is the ultimate evil power. It sends out a shockwave of vile energy that annihilates any nearby enemies. This instantly drops Blood Clouds to the ground that you can absorb rapidly. Like Vindicator, Soul Stealer instantly slays undead. However, it has limited range and can only hit enemies that are at short or mid-range. It immediately kills all enemies in this range, whereas Vindicator has a delay between each target's death. Soul Stealer is perfect for killing swarms of tough melee enemies like Hell Reapers, Vipers, and Braves.



JERICHO'S ENEMIES: THE UNDEAD HORDES

REAPER

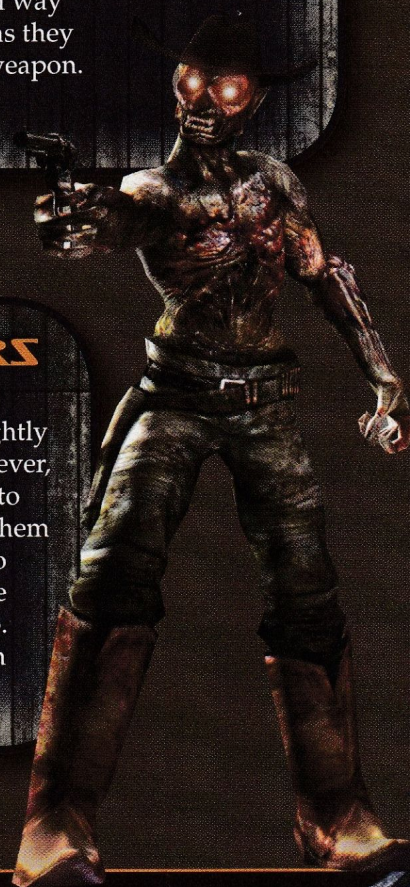
Reapers are the weakest of Darkwatch's enemies. They attack with cleavers, scythes, and other melee weapons. They don't do much damage, but they are dangerous in packs. A surprisingly effective way to kill Reapers is with melee attacks. Anything stronger than a Redeemer melee attack usually kills a Reaper. A headshot with any weapon also works.

HELL REAPER

This is a tougher version of the Reaper. It also attacks in melee and is usually encountered in groups. However, it has much more health than a normal Reaper and does more damage. The Shotgun works well against the Hell Reaper, and Hell Reapers can withstand more melee attacks than a normal one. A good way of dealing with them is to shoot them as they approach, then club them with your weapon. This combination of attacks usually kills them.

GUNSLINGERS

You encounter these ranged attackers early. They are slightly tougher than Reapers. However, they are still relatively easy to deal with. A headshot kills them outright, and just one or two melee strikes from a Carbine or Shotgun also does the job. Gunslingers attack you from range with Redeemers.



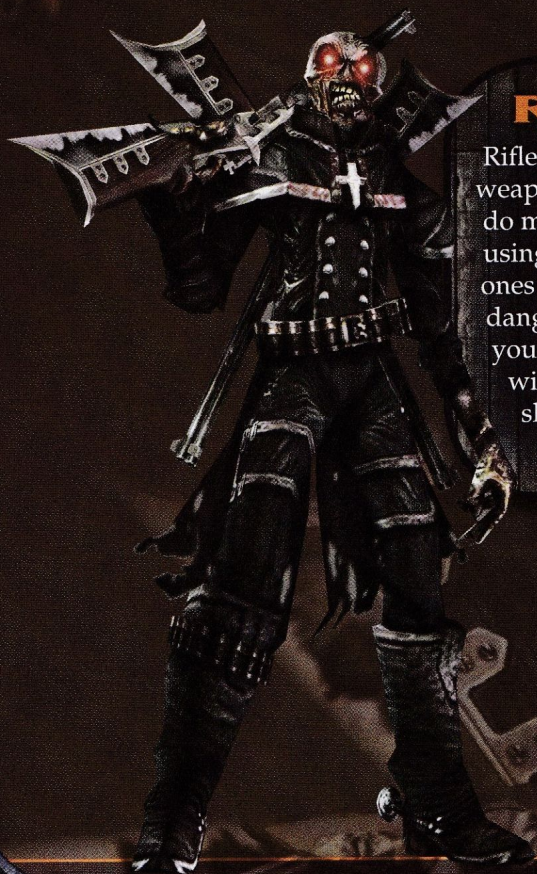
KEGGERS

These are very dangerous enemies. They carry a barrel of explosives over their shoulders and rush up to you. When they get close, they leap forward and explode, taking you with them. It is best to shoot these foes from range. The Carbine works great against the Kegger. Shoot their barrels once to make them explode. Slow weapons (such as the Crossbow and Rail Rocket) aren't ideal to use against Keggers, and neither are close-range weapons like the Shotgun. Keggers often appear in bunches.



RIFLEMEN

Riflemen are ranged attackers that use a variety of weapons. They are tougher than Gunslingers, and do more damage. Riflemen can be encountered using Redeemers, Carbines, and Range Rifles. The ones using Carbines and Range Rifles are the most dangerous, since they camp very far away from you and snipe from range. The best way to deal with these Riflemen is to use a Carbine or sniper shot to the head. One shot does it. Otherwise, two body shots drops a Rifleman.





BANSHEE

The Banshee is a flying enemy. It moves around a lot, making it hard to hit, but it stands still when it attacks. The Banshee usually attacks from range by shooting three energy balls at you. These balls can be shot down, but this ranged attack does a good amount of damage and has a slight homing capability. At very far range, the Carbine or some other instant-hit weapon works best. However, the Banshee is tough and takes several shots to put down. The Banshee can dodge a Rail Rocket attack unless you shoot at it while the Banshee is shooting at you. If you move close to a Banshee (or it moves close to you) it will swoop in for a melee attack with its claws. In this case, you can kill it easily with a headshot or several Shotgun blasts. Banshees often attack alone or in small groups of two or three.

HELL BANSHEE

These spectral versions are much stronger than a normal Banshee and have stronger attacks. They behave in the same manner as normal Banshees, so you can use the same tactics to defeat them. Rail Rocket blasts are surprisingly effective against them. Simply wait until a Hell Banshee uses her ranged attack, then fire your rocket. Two or three shots should be enough to kill it. Vampire Powers are also highly recommended against Hell Banshees.

BRAVE

Braves are very strong enemies. They can attack in melee with their claws and axes, or from long range with their bows and hurled tomahawks. Like Reapers, they attack in packs. They do a modest amount of damage, but are hard to take down. Headshots from a Carbine or Shotgun are essential for killing Braves quickly. Otherwise, kill them with several body shots from a Shotgun or lots of rapid-fire blasts. Braves often attack in large packs.



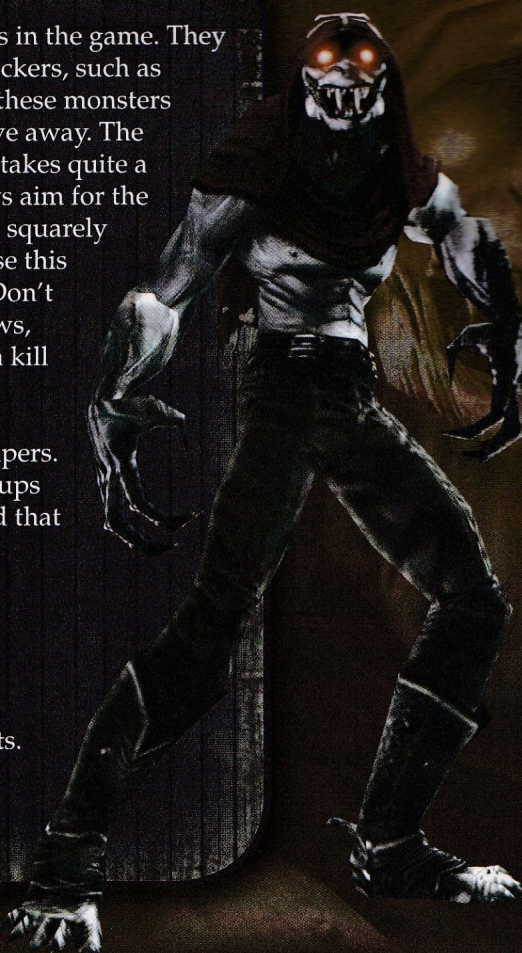
VIPER

The Viper is one of the strongest and quickest foes in the game. They charge you and move faster than other melee attackers, such as Reapers and Braves. Just a few claw strikes from these monsters will kill you. If a Viper gets close, bash it and move away. The Viper can withstand several melee attacks, and it takes quite a few point-blank Shotgun blasts to kill one. Always aim for the head of a Viper. Sometimes, when you hit a Viper squarely in the head or chest, it gets knocked back a bit. Use this opportunity to steady your aim for better shots. Don't use slow weapons such as Sniper Rifles, Crossbows, and Rail Rockets against a Viper because they can kill you before you even get two shots off.

Vampire Powers are a wise choice when facing Vipers. Vipers usually attack individually or in small groups of two or three. Larger groups practically demand that you use your Vampire Powers to survive.

HELL VIPER

Ghostly Hell Vipers are even stronger than their normal cousins. They employ the same tactics, but do much more damage and can take even more hits. Vampire Powers are essential to defeating them.

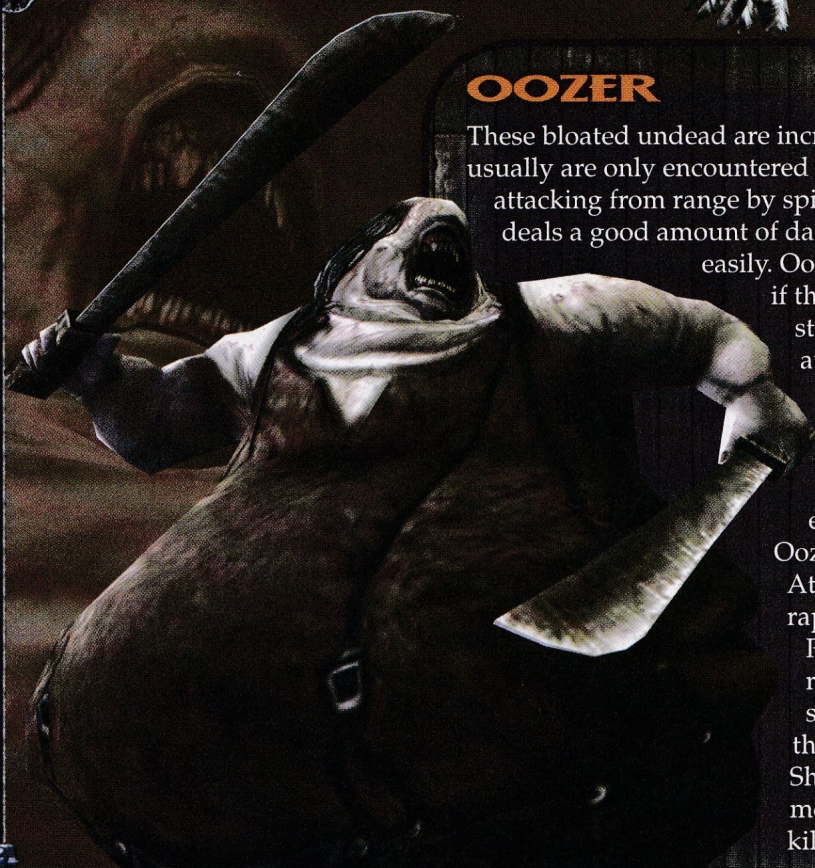


OOZER

These bloated undead are incredibly strong opponents. They usually are only encountered individually. They begin by attacking from range by spitting acid at you. This attack deals a good amount of damage, but it can be dodged easily. Oozers also use two machetes

if they get close. This is a much stronger attack that is difficult to avoid, so fight them from range.

They can take a tremendous amount of punishment. At long range, use the Rail Rocket and Dynamite. Several explosive attacks will kill an Oozer in a short amount of time. At short range, use Shotguns and rapid-fire weapons such as the Dual Pistol or Redeemer. If the Oozer rushes you, use the Shotgun to stop their charge. Always aim for the head. Even then, it takes many Shotgun blasts and sometimes more than one Dual Pistol clip to kill one.





BANDITOS

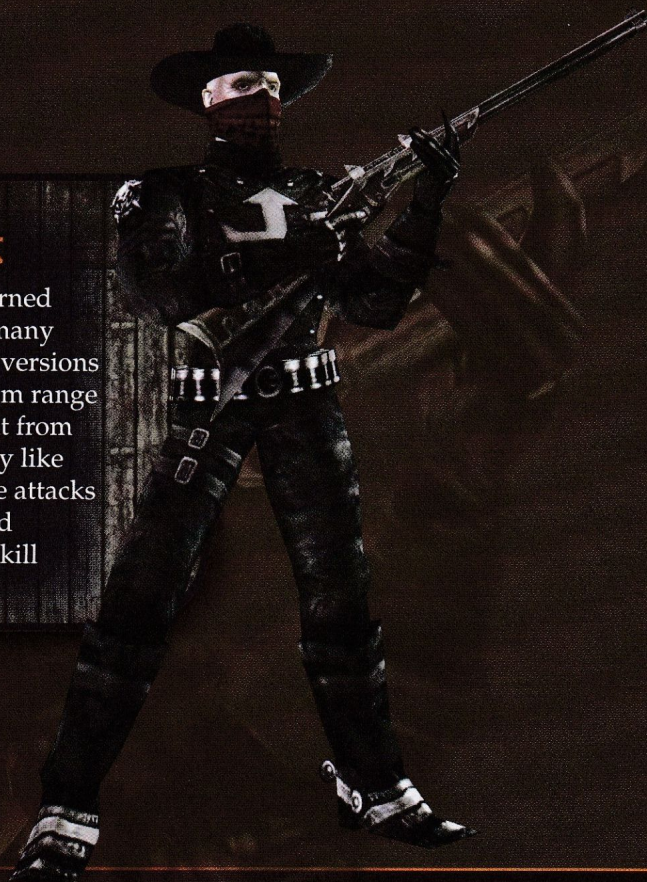
These burly warriors are incredibly strong and resilient. They are so tough that they can keep attacking even after you blow off their head.

Banditos attack with Shotguns, doing great damage at short range. They also have a hard-hitting melee attack when they get close. Try to kill them from range with several headshots or a Rail Rocket. Otherwise, keep moving around them to avoid a hit and plug away with the Shotgun or a rapid-fire weapon. Aim squarely for the head or body. Vampire Powers are also a great help when fighting Banditos. They usually attack in small groups.



CORRUPTED REGULATORS

These Regulators have been turned by Lazarus and Tala's evil. In many respects, they are like stronger versions of Gunslingers. They attack from range with Redeemers, but often fight from mid-range, rather than far away like Riflemen. It takes several melee attacks or gun blasts to kill a Corrupted Regulator. Aim for the head to kill them quickly.





UNDEAD RYDER

These horsemen fight you on the riding missions. During these missions, you have access to your Redeemer and unlimited ammo. Just point your gun at the Ryders and keep shooting till they fall. Individually, Ryders aren't too menacing, but in groups, they can kill you quickly. Luckily, they usually attack in groups of two.

MARK OF EVIL

These pillars of vile darkness erupt from the ground at various stages in the game. They then spew forth different types of enemies. A Mark of Evil has a life meter that is tracked at the top of your screen. When this life meter is reduced to zero, the Mark explodes and destroys all creatures it spawned.

When fighting a Mark, avoid its minions if at all possible and concentrate fire on it. If the Mark is far away, several Dynamite sticks or three Rail Rocket blasts should destroy it. At short range, the Shotgun, rapid-fire weapons, and even the Carbine can destroy the Mark relatively quickly. Marks of Evil often block access to the next part of a level.

MISSION

THE WRONG TRAIN

MIDNIGHT RENDEZVOUS WITH DESTINY

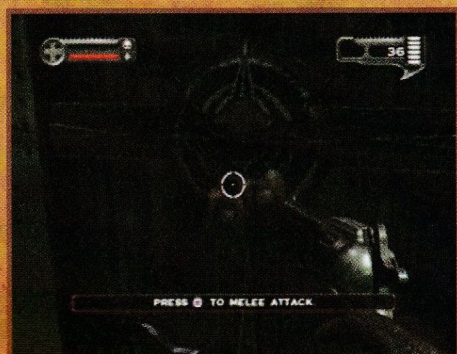
INITIAL OBJECTIVE:

Tonight's robbery is going to make you a rich man. Fight your way to the treasure car and blow open the safe.

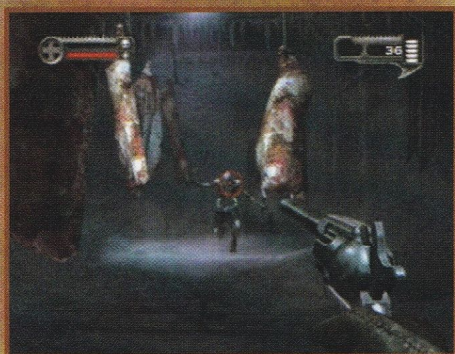
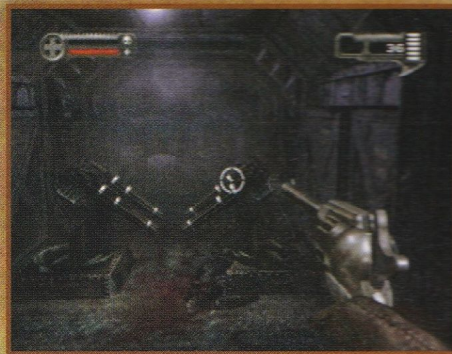
This level introduces you to Jericho Cross. The first half of the level is a tutorial to familiarize you with the controls and your environment. As the game's opening cutscene ends, you find yourself on the eve of your biggest train heist. You begin the level in one of the train's cargo cars.

Walk forward to the door at the end of the car. To the left of the door are two revolvers. Ordinarily, you only need to touch a weapon to pick it up. But, you have full ammo for your revolver, so ignore them for now.

When you walk up to the door, you can see that it is locked. Use your melee attack to break the lock and open the door.



The next car holds several cannons that are being shipped to the Darkwatch stronghold. The barrels of the cannon are at head height, which means that you need to duck under them to proceed. Move under the two cannons here, then run through the door into the next car.



The third car holds more artillery bound for the train's final destination. In this case, turret barrels block your way. Jump over the barrels to bypass them. Ignore the dead bodies on the ground and head through the door to the next car. This car is empty except for a half-eaten horse, which neighs eerily as you walk past it. To the right of the door, just past the stable car, are two more revolvers.

In the next car, you get your first taste of action. It's a giant refrigerator car with frozen carcasses hanging from the ceiling. At the opposite end of it is a Reaper, feasting on the body of a Darkwatch Regulator. Don't rush into the car, or the Reaper will get up and charge you. Set your aim and start shooting at it from afar. Once you hit it, it runs up to attack. You need to hit the Reaper several times to kill it; if it gets close, use your melee attacks to finish it off.

There is a Blood Canteen lying next to the dead Regulator's body. Pick it up to replenish any health you lost while fighting the Reaper. Go to the next car. Inside, you see two Reapers hacking apart a Darkwatch Regulator. Start firing as soon as you enter. This way, you have a chance to kill at least one before they reach you. You won't be able to survive concentrated attacks from both of them. If they get too close, use your melee attacks to finish them off.



Once both Reapers have been killed, a dying Regulator walks through the door from the next car. Just before he collapses to the ground, he gives you his weapon: a Redeemer. This particular gun is quite an upgrade from the pistol that you have been using up to this point.



NEW WEAPON: REDEEMER



THIS SOUPED-UP PISTOL IS STRONGER THAN YOUR REVOLVER AND HAS AN ADDITIONAL FIRING MODE. HOLDING DOWN THE TRIGGER FANS THE GUN'S HAMMER AND SPRAYS OUT A RAPID SUCCESSION OF BULLETS. WHEN YOU DO THIS, THE WEAPON STARTS TO KICK UPWARD, SO BE SURE TO CORRECT YOUR AIM. IN ADDITION TO ITS RAPID FIRE ABILITY, THE REDEEMER ALSO DOES FAR MORE DAMAGE WHEN USED AS A MELEE WEAPON.



There is a Blood Canteen lying on the bench to the left of the dead Regulator. Use it if necessary and proceed through the door. Once you enter the car, a Reaper leaps out and rushes you from the far-left corner of the car. Fan the Redeemer to empty a spray of bullets into its body and quickly reload your weapon.



As soon as the first one falls, a second Reaper comes through the wall at you and is immediately followed by a third that drops into the car from a hole in the ceiling.

After this attack, two more drop down from the ceiling and another breaks through the wall.

Fan the Redeemer again to fire a hail of bullets

into the Reapers. Don't forget that it's easiest to use your melee attack if they get too close. Proceed through the door at the end of this car to enter the treasure car.

When you arrive in the treasure car, a cutscene reveals that you've broken into the wrong train. It turns out there's no gold inside. As you light the fuse to blow open the safe, a mysterious gunslinger named Cassidy Sharp puts a gun to your head and tells you to back slowly away from the explosive, but it's too late. The dynamite tears open the safe and frees the captive inside, a vampire lord named Lazarus Malkoth.

Lazarus erupts from the safe in an explosion of energy, which ripples across the landscape, raising undead creatures from graveyards across the plains. Returning to the scene of the treasure train, you see Lazarus leap onto Cassidy. As you move to defend her, Lazarus attacks you.

When the cutscene ends, you discover that Lazarus infected you with the curse of the vampire and fled the train through a hole in the roof. You've got to set things right and kill Lazarus. Not only to end the curse, but to atone for your terrible misdeed.



The second part of the level now begins. A cutscene shows a Reaper drop into your car and it is killed by a single shot to the head from Cassidy's gun.



HEAD SHOTS COUNT

This cutscene is a clue to always aim for the head. If you fire at an enemy's body, it takes several shots to kill them. In most cases, shooting an enemy in the head scores an instant kill. Only the toughest enemies such as Oozers, Vipers, and Lazarus himself, won't die from a head shot.

Cassidy starts by running up the debris onto the roof of the car. Follow her up top, where she is fighting two Reapers. Kill them and follow her along the train. Up ahead you see Lazarus, who is invincible at this time.



BEING A VAMPIRE



AS A VAMPIRE, YOU HAVE GAINED A HOST OF NEW ABILITIES. IMMEDIATELY, YOU NOTICE THAT YOU NOW HAVE A BLOOD SHIELD. HENCE FORTH, ALL ATTACKS DEplete THIS SHIELD BEFORE THEY REDUCE YOUR HEALTH. YOUR BLOOD SHIELD REGENERATES OVER TIME. SO IF IT GOES DOWN, BACK AWAY FROM THE FIGHT AND GIVE IT SOME TIME TO RECHARGE BEFORE REJOINING A BATTLE.



Lazarus begins far off in the distance. Several Reapers begin crawling up from the sides of the train to attack you. The Reapers initially take a swipe or two at Cassidy, but almost always turn toward you. Kill them swiftly to stop their attacks and pick up any Blood Clouds left behind when they die. Once you kill all the Reapers, Lazarus rushes forward to attack.

You can provoke Lazarus into an early attack by running up to him and shooting. Doing so forces him to begin teleporting towards you. Any Reapers between you and him die instantly during his approach, so use this to your advantage. Keep in mind that any Reapers you run past will remain alive to hack at you from behind.



BLOOD CLOUDS



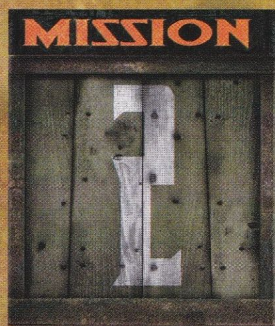
AS A VAMPIRE, BLOOD CLOUDS CAN NOW BE USED TO RECOVER HEALTH.. BLOOD CLOUDS ARE LEFT BEHIND WHEN AN UNDEAD ENEMY FALLS. WALKING OVER, OR NEAR ONE, DRAWS IT IN AND RESTORES A PORTION OF YOUR HEALTH.



You don't need to worry about Cassidy during this boss fight. She can hold her own, but don't count on her to win the fight for you. The Reapers and Lazarus always attack you instead of her.

After you damage Lazarus, he teleports back to the end of the train and summons more Reapers to attack you. Take down the Reapers again and start shooting at Lazarus. He resumes his attack and teleports away once more when you further reduce his health. The process repeats until Lazarus' health bar is reduced just short of zero.

Soon after Lazarus is dealt with, another cutscene plays to show Jericho and Cassidy escaping from the train and the wrath of Lazarus.



MISSION 1 RIDE LIKE THE DEVIL

VAMPIRE HORSE FOR A VAMPIRE OUTLAW

INITIAL OBJECTIVE:

Nice going, outlaw. Your soul is slipping away and Hell's own horsemen nip at your heels. Your only hope is to ride with Cassidy to the Darkwatch outpost.

This level begins on horseback, as you and Cassidy ride away from the train wreck trying to flee from Lazarus and his Undead Ryders.

Two Undead Ryders come up behind you, one on the right and one on the left. Cassidy tries to shoot at them, but it is faster for you to kill them both. Turn around and begin firing. Don't worry about steering your horse. Your trusty steed moves you along automatically, you just have to shoot.



RIDE 'EM, COWBOY



IN THIS LEVEL, YOUR HORSE GALLOPS ALONG WITHOUT ANY NEED FOR YOU TO PROMPT IT. TO CONTROL JERICHO, USE THE LEFT ANALOG STICK. USE THE RIGHT ANALOG STICK TO SPEED UP, SLOW DOWN, AND MOVE YOUR HORSE SIDE TO SIDE.



Kill the two Ryders quickly, then point Jericho ahead and to the left. Two more Ryders erupt from the ground on the left side.

After these two go down, three more erupt (two from the front and one from the back), then three more appear in front of you. After you deal with these threats, two more attack you from the front (on the left side) and three more surround you. When you have dealt with all of them, it is time to prepare for Lazarus.



MOVING IN THE SADDLE

You can drop down alongside your horse to use it as cover against fire. Use the left and right arrows on your D-Pad to drop along the side of your horse. Shots fired at you will hit your horse, sparing you the damage.



Lazarus swoops in from behind, so start shooting as soon as he appears. When he gets close, he hovers in the air and unleashes a spread of fireballs. If any fireball hits, it causes major damage. You can avoid the fireballs by moving side to side, but it is far easier to shoot them down. Shoot at the middle fireball heading in your direction, and the others should sail past you.



After this first attack, Lazarus flies over you and shoots lightning at the ground as he flies past. These lightning attacks cannot be shot down, so you have to dodge them. If you get hit, don't worry, they don't do enough damage to get past your Blood Shield.

When Lazarus gets to the other side, he repeats his spread fireball attack. Keep shooting him at all times, aside from dodging his lightning or

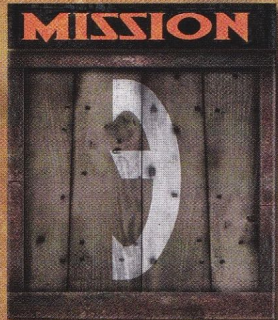
repelling his fireball attacks. Once again, after his spread attack, he shoots lightning and flies behind you to repeat the pattern.

When you reduce Lazarus's health to half, he steps up the attack by adding a huge bouncing ball of flame to his sequence of attacks. The bouncing fireball detonates when it nears you, dealing high damage. Shoot it down if you can't avoid it entirely.

Lazarus continues to fly back and forth, alternating his attacks between the bouncing fireball and the spread of fireballs. Sometimes, he performs both attacks before flying by with his lightning run. Dodge or shoot the fireballs and move away from the lightning attack when you can.

Continue firing at Lazarus whenever the opportunity presents itself. He gives up the chase when you reduce his health to zero, at which point you and Cassidy can ride on unhindered.

MISSION



BONEYARD:

NO REST FOR THE WICKED

INITIAL OBJECTIVE:

A cemetery isn't the place to be when the dead walk the earth. Fight your way through the graveyard to reach the secret Darkwatch passage on the other side.



BLOOD VISION



ONE OF THE VAMPIRE POWERS YOU NOW HAVE AS A RESULT OF YOUR CONDITION IS BLOOD VISION. ACTIVATE IT BY PRESSING DOWN ON THE RIGHT ANALOG STICK. YOUR VIEW ZOOMS IN SLIGHTLY AND YOUR VISION TURNS BLOOD RED. INTERACTIVE ELEMENTS SUCH AS ENEMIES, WEAPONS, AND DOORS GLOW IN BLOOD VISION. THIS MAKES IT EASIER TO IDENTIFY AND TARGET OBJECTS.



When the level begins, you are on the top of a hill looking down on an abandoned church. This is the crypt to the secret Darkwatch passage. Use your Blood Vision to spot the Carbine lying on the ground in front of you. Pick it up.

NEW WEAPON: CARBINE



THE CARBINE PACKS A STRONGER PUNCH AND HAS BETTER RANGE THAN THE REDEEMER. UNFORTUNATELY, IT HAS NO SECONDARY MODE OF FIRE. FOR ACCURATE AND EASY HEAD SHOTS, GO INTO YOUR BLOOD VISION MODE FOR AN EASY-TO-SEE OUTLINE OF AN ENEMY. ASIDE FROM ITS LONG-RANGE CAPABILITY, THE CARBINE PROVIDES POWERFUL CLOSE QUARTER PROTECTION. THE DRAWBACK TO THE CARBINE IS THAT ITS CLIP IS SMALLER AND ITS RELOAD TIME IS SIGNIFICANTLY LONGER THAN THE REDEEMER.

Head down the hill towards the gate. Two Reapers leap out from behind the gate to attack you. After killing them, keep moving forward. On the ground in front of the gate is a pack of Dynamite. Grab it and break down the gate with a melee attack.



Head down the hill towards the gate. Two Reapers leap out from behind the gate to attack you. After killing them, keep moving forward. On the ground in front of the gate is a pack of Dynamite. Grab it and break down the gate with a melee attack.

Two more Reapers erupt from the ground to attack, and two more appear ahead of you. After you destroy them, two additional Reapers erupt from your left side.

Once all of your enemies have been put to rest a cutscene introduces a new enemy to the fray: Gunslingers. These enemies are tougher than Reapers and attack from range with their Redeemers. A headshot kills them, as well as several shots from a Carbine or Redeemer.



After killing the two Gunslingers, move up to where they first appeared. There is a Crossbow on the ground here. Drop your Redeemer and pick it up.

NEW WEAPON: CROSSBOW



THE CROSSBOW IS A HIGHLY-SPECIALIZED, BUT VERY POWERFUL WEAPON. IT HAS A SMALL CLIP AND A RELATIVELY WEAK MELEE ATTACK. IT FIRES A BOLT THAT ADHERES TO THE TARGET AND EXPLODES, DEALING CONSIDERABLE DAMAGE. IT ALSO HAS A RAPID RATE OF FIRE, SO YOU CAN PUMP MULTIPLE BOLTS INTO A TARGET FOR ONE HUGE EXPLOSION.

Two more Gunslingers appear to your right. Kill them with the Carbine, since it is wise to conserve your Crossbow ammo.

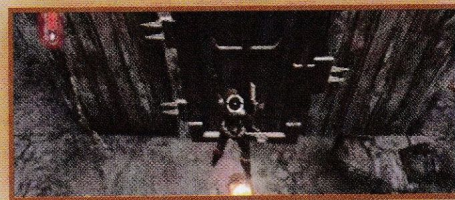


When these two Gunslingers fall, move towards the church. Three Reapers now erupt from the ground and rush you. Shoot them with your Carbine, or use its melee attack if they get close. As soon as you inch closer to the church, two Gunslingers appear in front of you and two more appear to your right.

A new kind of enemy appears on the cliff to your far right: a Rifleman. Riflemen attack with Sniper Rifles, doing a good deal of damage from afar. Because the Rifleman is hiding in a corner, switch to your Crossbow and fire three to four bolts in the Rifleman's direction. Even if you don't hit him directly, the bolts should lodge near him and explode, killing him outright.

Closer to the church, two more Gunslingers appear along with a second Rifleman located on the roof over the door into the church. Go into Blood Vision mode for a more accurate shot and fire off two or three bolts toward the Rifleman. If you need more Crossbow ammo, grab the extra Crossbow lying on the ground behind you.

Now switch to the Carbine and kill the remaining Gunslingers. After you do so, four Reapers appear from the ground (near where the Gunslingers were) and rush you. After killing them, a cutscene shows Cassidy trying in vain to open the door.



After the cutscene, you turn around to face a new wave of enemies. From up ahead, four Reapers rush at you, while two Gunslingers appear from the right. Now, four more Reapers jump down from the cliff to your right to attack. After you rid yourself of all of these enemies, a cutscene introduces you to a Mark of Evil.

MARK OF EVIL



THESE SMALL STRUCTURES ARE TWISTED PILLARS OF EVIL THAT RISE UP FROM THE GROUND AND CONTINUALLY SPAWN ENEMIES. YOU MUST DESTROY THEM TO STOP THE CONSTANT FLOW OF ENEMIES THAT THEY PRODUCE. WHEN A MARK APPEARS, A WHITE BAR APPEARS AT THE TOP OF YOUR SCREEN. WHEN YOU REDUCE THE MARK'S HEALTH TO ZERO, IT IS DESTROYED IN A GREAT EXPLOSION THAT TAKES ALL ENEMIES IN THE AREA WITH IT.

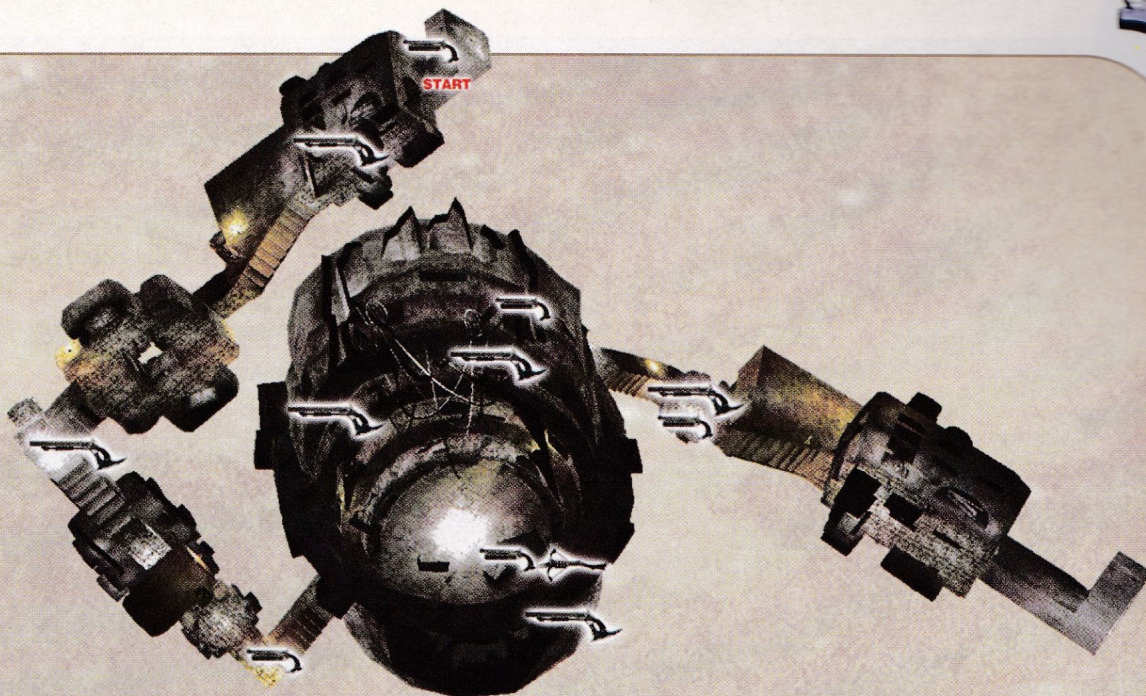


Switch to your Crossbow and line up a clear shot at the Mark of Evil that has appeared to your right. It starts spewing forth Reapers and Gunslingers. Ignore these enemies, concentrate on the Mark, and rapidly fire bolts into it. The bolts soon explode and destroy the Mark of Evil, killing all of its spawned undead.

When the first Mark goes down, a second Mark of Evil appears on the cliff behind you. It sends forth a wave of Reapers and Gunslingers. Whirl around and pump it full of bolts. When it is destroyed, this portion of the level is cleared and the door into the crypt opens. Head inside. Cassidy can't enter, but she'll meet you on the other side.



When the next portion of the level loads, head in and pick up the Shotgun on the ground to the right. Drop your Crossbow, since the close quarters environment make this weapon a little less than ideal.



NEW WEAPON: SHOTGUN



THE SHOTGUN IS ONE OF THE MOST POWERFUL CLOSER-RANGE WEAPONS IN THE GAME. A POINT-BLANK SHOT TEARS APART WEAKER ENEMIES LIKE THE REAPER AND GUNSLINGERS. HOWEVER, THE SHOT SCATTERS AT RANGE, MAKING THIS WEAPON INEFFECTIVE WHEN FIRED AT DISTANT TARGETS. ALWAYS MAKE SURE TO HAVE A RELIABLE LONG-RANGE WEAPON SUCH AS THE CARBINE OR SNIPER RIFLE WHEN YOU USE A SHOTGUN.

Head down the stairs. After a slight pause, the door opens and two Reapers jump out to attack you. Use the Shotgun to dispatch them quickly.

Enter through the door and go right. A Reaper bursts out of the pillar on your left and attacks. Kill it and walk down the stairs. Two more Reapers clamber up the stairs at you. Kill them, head down the stairs, and pick up the Shotgun on the floor for more ammo.

The stairs curve to the left and empty into a room with a wooden floor and a wall of cage bars opposite you. Head into the middle of the room and quickly backtrack up the stairs again.

Two Reapers jump out from coffins against the right walls, while a Gunslinger appears behind the bars. Shoot the Reapers up close with your Shotgun, then switch to your Carbine to shoot the Gunslinger.

Just as you finish off the Gunslinger, the wooden floor explodes and a Reaper leaps out from it. Kill it and drop down the hole in the floor.



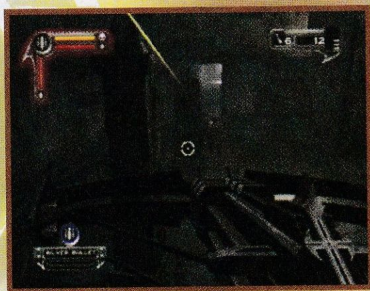
Two Reapers come running at you from the end of the hallway. Kill them and move cautiously forward. Hurl two sticks of Dynamite down to the end of the corridor and move up, but be sure to stay away from the potential Dynamite blast. At the end of the hallway on the left is a set of stairs and two Gunslingers. Your Dynamite blast should kill them. If not, kill them and proceed up the stairs.

You now come to a circular room with an open ceiling and a ledge running along the inside wall. Ignore the Redeemer (in the middle of the room) on the altar and use your Vampire Jump (double jump) to vault up onto the ledge.

Immediately, a dozen Reapers leap out from above and below, attacking in waves of two and three. Staying on the ledge prevents you from being surrounded. Make sure to swivel back and forth as you take out the Reapers on either side, and use your melee attack if they get in close. A Shotgun lies in one of the alcoves on the upper ledge, so run there if you need ammo.



After eliminating all the Reapers, a Banshee appears in the sky. Banshees are flying undead with a long-range energy attack. Their balls of energy can be shot down before they hit you. Dodging this attack is more difficult because of the heavy splash damage that is dealt if they detonate near you.



Switch to your Shotgun if the Banshee attempts to slash you with her claws. If she is far away, use your Carbine, and remain in motion so that you are more difficult hit. You can only withstand a few hits from her energy attack, but if you run low on health you can grab the Blood Clouds left behind by the dead Reapers.

As you finish off the first banshee, two more appear in the sky. Concentrate your attacks on either one, and kill her quickly with a combination of close-range Shotgun blasts and long-range Carbine shots. After you kill the last Banshee, one of the gates opens. Throw two sticks of Dynamite into the passage to kill two Gunslingers that appear.

Proceed through the gate and down the hall. After going right up a short flight of stairs, you come to a rectangular room. Inside are two Reapers and a Banshee. Kill them and proceed to the end of the hallway.

Move forward into the clearing. Two Reapers climb out of their graves to attack you. Kill them and proceed down the path. A ledge to the right above you holds a Redeemer. Use your Vampire Jump to reach it if you are running low on ammo for your guns.



At the end of the path is the entrance into a graveyard.

Two Reapers await you here and behind the entrance are two more Reapers, but these two are feasting on dead bodies. Pick them off with your Carbine.

When you step through the entrance into the graveyard, two Reapers erupt from the ground to your right. Kill them and head left down the path. Note that there is a Crossbow near here on the ground. Pick it up if you don't have a good long-range weapon. It proves useful against the Banshees later in the level.

As you head down the path, two Reapers burst from the ground and rush you. Kill them and look to your left to find a dead tree on a mound. Under the tree are sticks of Dynamite and a Redeemer. At this point, two more Reapers move in from your left. Destroy them and head down the path towards the large monument at the end of the graveyard.

As you walk ahead, four more Reapers come out of the ground to your left. There is more Dynamite and a Redeemer to your right in the alcove by another dead tree. When you get closer to the monument, four more Reapers attack in waves of two.



When you arrive at the monument, you smell innocent blood. You now have your first moral choice of the game in front of you. A woman infected with Lazarus' curse stumbles towards you. You have the option of cleansing her of the wound, or sucking her dry of blood. If you save her, you make a choice for good and gain your first good Vampire Power. If you feed upon her, you kill her and make a choice for evil, thereby gaining your first evil Vampire Power.

After you make your choice, a vampire power meter appears in the bottom left side of your screen. The top bar shows your progress towards good and the bottom bar shows your progress towards evil. Your currently selected vampire power is also displayed above these two bars. When your blood power meter is at full, you can activate your selected vampire power. At this juncture, it doesn't really matter whether you choose good or evil. There are plenty of choices later in the game that allow you to increase both your good and evil meters.

FIRST VAMPIRE POWERS



IF YOU CHOOSE GOOD, THE FIRST POWER YOU GAIN IS SILVER BULLET, WHICH IMBUES YOUR RANGED ATTACKS WITH EXTRA POWER. THIS POWER IS GREAT FOR DESTROYING TOUGHER ENEMIES FROM AFAR, SUCH AS BANSHEES AND OOZERS, BUT IS OVERKILL FOR REAPERS. IF YOU CHOOSE EVIL, YOU GAIN THE BLOOD FRENZY POWER. THIS IS AN EXTREMELY USEFUL POWER THAT STRENGTHENS YOUR MELEE ATTACKS AND MAKES YOU INVULNERABLE FOR A MATTER OF SECONDS.

Now, eight Reapers come out of the ground behind you and attack in two waves of four. If you chose the good path, the Silver Bullet Vampire Power will make this challenge a bit more difficult. If you chose the path of evil, your Vampire Power enables you to better survive the swarm. Use your Shotgun and melee attacks to quickly defeat them.



After the final Reaper dies, a Banshee appears from behind the monument and attacks. When she dies, two more appear from the far side of the graveyard where you entered. Since they are far away, use your long-range weapon, either the Carbine or Crossbow. If you don't have one, pick up the Crossbow lying near the foot of the monument. There are two Reapers that accompany the two Banshees.



BLOOD VISION

Remember that you can use Blood Vision to zoom in your view slightly and outline your enemies. This makes it easier to hit enemies that are far away.



After killing the two Reapers and Banshees, a wave of ten Reapers erupts from the far side of the graveyard and runs at you. You can pick them off easily with a long-range weapon, or even a Redeemer. After you drop the last Reaper, a new enemy – a huge Oozer – appears and begins its slow march down the path towards you.

Oozers are bloated undead that wield dual machetes and spit globs of vomit at you. The vomit does significant damage, so dodge it as it flies towards you. Don't let the Oozer get close; shoot it down with your Crossbow or Carbine. If you run out of ammo, grab a nearby Redeemer or lob Dynamite at it. By now, you should have accumulated enough Blood Clouds to power up your blood meter for another use of your Vampire Power. Silver Bullet works well here, letting you shoot from afar for increased damage. If you use Blood Frenzy, you can run up to it and use a melee attack without getting hurt.

Once the Oozer falls, the mission ends and you move onto the next level.

MISSION

4

DEVIL'S BELLY MINE

THE BREAKING POINT

INITIAL OBJECTIVE:

Cassidy is dead, Lazarus lives, and your own damnation is dead ahead. You're alone, angry, and fighting your lust for blood. Now you must fight your way out of a haunted mine.



You have just seen Cassidy murdered by Lazarus. Breaking her neck and dumping her into the pit of an abandoned mine, Lazarus throws you in after her limp body. Lazarus is testing you for some unknown purpose. Whatever it is, you have to make it out of this haunted mine alive.



You begin the level standing over Cassidy's corpse. You now have the game's second moral choice before you: to free her tortured soul or feast on her flesh? Freeing her gives you points for your good meter, while feeding on her gives you points for your evil meter. Neither choice will cap your bar and give you the next good or evil power, but the decision will move you closer to that point.

Immediately, two Reapers appear and attack you. After dealing with them, head to the plunger ahead of you. It is wired to a blocked door. Head to the door first. Two Reapers jump out of the ground to attack you. Kill them and grab the Carbine near the door. Head back to the plunger and press the Interact button to blow the door open.

Kill the Reaper waiting behind the door and head down the corridor. At the end of the corridor, the path turns right. Two Reapers are waiting here. One rushes you while the other is feasting upon a corpse. Kill both and continue along the corridor.



An in-game cutscene shows you a Tainted Victim left behind by Lazarus. After this short scene, head down the corridor.

The wall to your right suddenly explodes outward and two Reapers leap toward you. Kill them and head towards the hole in the wall. To the left is a small alcove where the Tainted Victim lies. Release it and continue down the original corridor.

TAINTED VICTIMS



TAINTED VICTIMS ARE SUFFERING SOULS LEFT BEHIND BY LAZARUS. YOU CAN FREE THEM AND GAIN GOOD POINTS OR FEED ON THEIR ENERGY AND GAIN EVIL POINTS. USE THE INTERACT BUTTON TO RELEASE THEIR SOULS. THEN CHOOSE THE GOOD OR EVIL CHOICE.

As you round the corridor to the left, the ceiling collapses and two Reapers drop down to attack you. Defeat them and Double Jump into the hole that the two Reapers came down from. Inside, there is another Tainted Victim and a Redeemer.

Drop back down and continue through the corridor. On the ground ahead of you is a feasting Reaper and a pair of Dual Pistols. If you get too close, the Reaper attacks. Shoot it from where you stand.

NEW WEAPON: DUAL PISTOLS



DUAL PISTOLS AREN'T THE STRONGEST WEAPON. BUT THEY HAVE A VERY FAST RATE OF FIRE. AGAINST SWARMS OF ENEMIES, THE DUAL PISTOL IS A GOOD CHOICE BECAUSE IT CAN COVER A CONSIDERABLE AREA AND HAS A LARGE AMMO RESERVE.

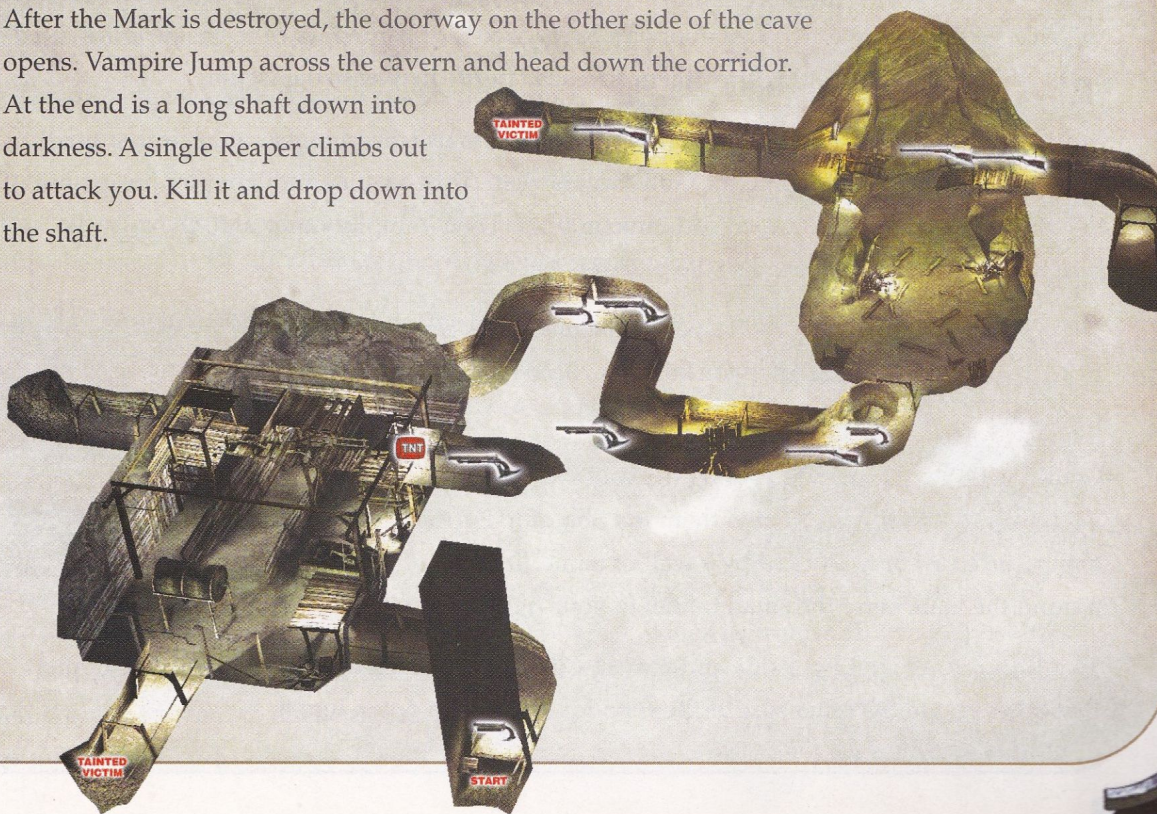
Ahead of you, the corridor opens up into a large cave. The path continues on the other side of the cave, but a door blocks the entrance. Moreover, the bridge across is destroyed. As you come to the cave opening, two Reapers appear and run towards you. Destroy them.



At this point, a Mark of Evil erupts from the cave floor below and to the right. It begins spewing out Reapers and Gunslingers. Quickly kill any that rush toward you and run up to the cave opening with your Carbine. Aim at the Mark below and begin shooting. When the Mark's minions become too numerous, back into the corridor for some cover. Go back out when you've cleared away the current wave of undead and finish off the Mark.

After the Mark is destroyed, the doorway on the other side of the cave opens. Vampire Jump across the cavern and head down the corridor.

At the end is a long shaft down into darkness. A single Reaper climbs out to attack you. Kill it and drop down into the shaft.



Land at the bottom of the shaft and begin walking down the corridor. The corridor turns left and then empties into a large room. Above you and to the right is a catwalk where several Gunslingers shoot at you. On the ground level where you are, two Reapers run out toward you from behind cover. Run back inside the corridor and use it as cover from the Gunslingers as you kill the Reapers. Run back into the room and grab the attention of the remaining Reapers. Lure them back into the corridor again for protective cover. Two more Reapers should come at you. Kill them as well.

There are four Gunslingers on the walkway above. Don't run out and try to shoot at them without cover. Instead, edge to the very corner of the corridor and use the D-pad to lean to the left. Engage your Blood Vision to get a good view of the Gunslingers and kill them from afar with your Carbine.



LEARN INTO IT

The leaning ability is a lifesaver. Use it to peer around corners and shoot enemies without provoking return fire. To determine the optimum location for leaning, inch towards the very edge of cover. As soon as the enemy can see you and begins shooting, scoot back behind cover. Then, lean to the side. This should give you a view of the enemy without letting them fire back at you.



If you are using the Sniper Rifle, go into snipe mode and kill them. If not, use your Blood Vision for a slight zoom and outline of the enemy. Shoot them with whatever long-range weapon you have available. Kill all four Gunslingers and move into the next room. To your left is a boarded up cove. To your right is a locked doorway. First, go to the boarded up cove. Inside is a Tainted Victim. Shoot the boards to destroy them and head inside to release the victim.

In order to open the door out of this room, you need to use the plunger, which is in a small room up by the catwalk where the Gunslingers were. Turn around and Vampire Jump onto the platform above the entrance you came in from. Then Vampire Jump onto the catwalk. Run into the small room and use the plunger.

The door blows open as several Reapers and Gunslingers come pouring out to attack you. After you kill them, head through the blasted door.

Continue down the corridor. Along the way, two Reapers lie in wait to attack you. Next to them is a Shotgun. Further along, the corridor is blocked by a wall of flame. To get around the wall, enter the small tunnel to your right.



Two Reapers are waiting inside and move to attack you. Kill them and climb up the tunnel that takes you to the other side of the corridor. Now drop down into it.



PICK UP THE CARBINE

If you don't have a Carbine, pick up the one lying next to the dead. You need it to fight the next new enemy—Keggers.



Once you drop down, you find yourself facing a large burning cavern. A cutscene briefly shows what a Keigger looks like. These skeletons run at you with loaded barrels of TNT that explode on contact. The force of the explosion is enough to kill you even despite a full Blood Shield. Make sure you kill them from a distance. Killing them at close range simply triggers an explosion that takes you with them.

Use your Carbine to shoot at the barrels that the Keggers carry over their shoulders. One shot detonates the barrel, killing them and anything else in the explosion. Don't aim for the body, as it takes several shots to drop them. The Shotgun is meant for close range, so it won't cause the barrel to blow up until it's too late.

The enemy comes at you in five waves. First, three Keggers run at you in rapid succession. Then come three Reapers. The third wave is another three Keggers. The next wave consists of a Reaper, followed by a Keigger, and a trailing Reaper. Be careful at this point. While you try to kill the leading Reaper, the Keigger behind it uses it for cover. Kill this Reaper quickly so you have enough time to take down the Keigger. The fifth and final wave consists of two Keggers and a Reaper.

When all Keggers and Reapers have been killed, two Gunslingers appear on ledges inside the cavern and begin shooting at you. One ledge is up above on the left and the other is further above on the right. The Gunslingers are hard to see, so use your Blood Vision to shoot them with accuracy.

Before you leap across the broken bridge to the corridor, head into the small cove behind you and release the Tainted Victim. Inside this cove are two Reapers and a Gunslinger. Kill them, then head up to the Tainted Victim. When you approach, two more Reapers appear behind you. Kill them and jump across the bridge.

At the ledge of the corridor is a plunger. When you land here, two Reapers erupt in front of you. Kill them with melee attacks and press the plunger, which detonates the wooden wall ahead of you. Kill the two additional Reapers waiting where the wooden wall had stood and then proceed forward to the next portion of the level.

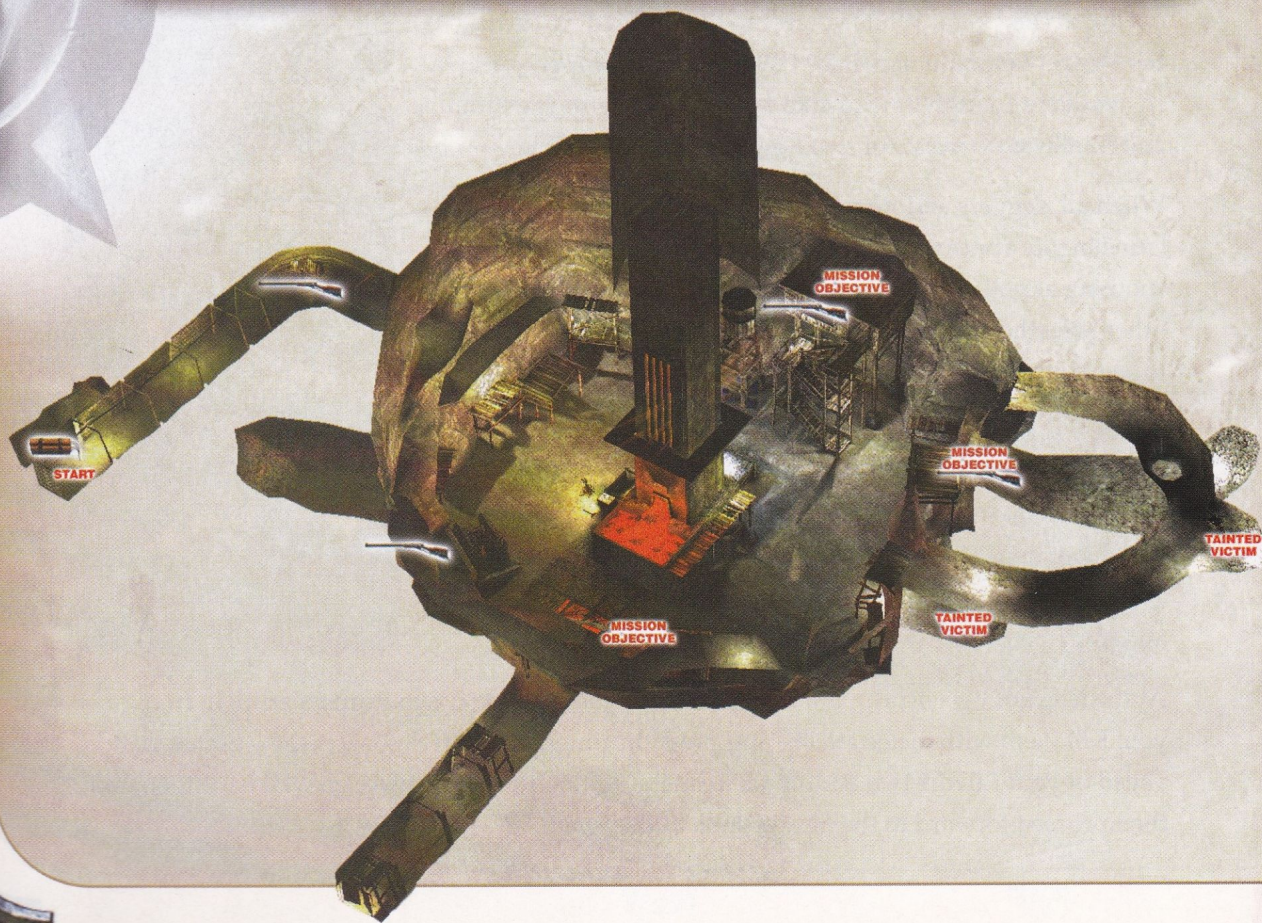


REACHING THE LEDGE

THE WAY OUT OF THIS CAVERN IS UP. THAT HIGHEST LEDGE ON THE RIGHT IS WHERE YOU WANT TO GO.

TO DO THAT, FIRST RUN UP THE RAMP TO THE LEDGE ON YOUR LEFT. THEN DOUBLE JUMP ACROSS THE CAVERN ONTO THE OPPOSITE LEDGE.

NEXT, TURN AROUND AND KILL THE GUNSLINGER WAITING ON THE LEDGE TO YOUR LEFT. ONCE HE FALLS, JUMP BACK TO THE HIGHER LEDGE ON THE LEFT. JUMP ACROSS THE BROKEN BRIDGE TO THE CORRIDOR BACK ON THE UPPERMOST LEDGE OF THE RIGHT SIDE.





After a brief load screen, you appear in a corridor. Your objective is to head into the next large room and use the three plungers to blast your way out of the mine.

As you set foot forward, the wall on your left bursts open and two Reapers come out. Kill them and walk forward. The corridor turns right and opens into the top of a cavernous room. In the middle of the room and directly ahead of you is a large shaft.

Walking along a platform around this shaft are two Riflemen. Use your Blood Vision and Carbine to kill them. Now walk to the edge of the cave opening and look down on the giant cave.

On the ground to the right is a small hut and just outside of it is one of the three plungers. Also to the right is the reinforced door that you are trying to open.

Another plunger is to the left in a room built into the cave wall. It lies at eye level. The last plunger is in front of a tunnel on the opposite side of the cavern, also around eye level.

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The easiest way to reach all three plungers is to progress in a clockwise order. Go to the one on your left first. From the ledge where you stand, Vampire Jump towards this room. Landing at the room's entrance, step inside and press the plunger. Inside the room, you are relatively safe from the cavern's enemies. There are Gunslingers, Riflemen, and Banshees in the area.



Now step outside of the room and Vampire Jump to the ledge to your left. You can recognize this ledge because there is a barrel on it. Once you land on the ledge, run into the tunnel. As it curves right, you see that there is a hole in the ground. Up ahead is a Tainted Victim. Jump over the hole and release the victim for good or evil points. Be aware that a Banshee may follow you into the tunnel.

Drop into the hole. You're now inside the tunnel where the second plunger is. Look towards the tunnel entrance. You can see the plunger there. Run up to the mouth of the tunnel and press the plunger.

At this point, it's time to jump down to the final plunger. You can see it down below, in front of the hut. Drop down and ignore all enemies. Press the plunger and duck inside the house for cover.



A brief cutscene shows the reinforced door blowing up. Quickly run inside. Two Rifleman are inside shooting at you. Don't waste time returning fire. If you did so, the Banshees and other enemies in the cave will have an easy time attacking you. Instead, run up and smack the Riflemen with melee attacks. Run to the end of the hallway and through the door.



In a another corridor, a Reaper tries to attacks you. Kill it and proceed down the corridor. As you round the corner, look for the two Gunslingers shooting at you from behind cover. Kill them quickly.

Soon, you see two Keggers running towards you from the end of the corridor. Shoot them down. The corridor continues straight ahead, but duck into the small cove to the left of where the Gunslingers stood. Inside is a Tainted Victim.

Now head down the corridor. As you reach the end, a Reaper appears from a doorway on the left. Carefully lean around the corner. Inside the room you see three Gunslingers and a couple stacks of dynamite on some crates. Kill the Gunslingers, grab the dynamite, and head out of the room. Three more Reapers appear and attack.

The hall out of this room is blocked by wooden boards. Smash the boards with a few melee attacks and proceed down the hallway. Two Keggers appear from around the corner. Shoot them quickly and proceed very cautiously. A third Kegger lurks around the corner. Inch forward and as soon as you hear or see it, quickly backpedal while shooting at it. After killing it, continue.

The hallway opens into a ramp leading down into a large cave of crisscrossing walkways and pits. Immediately, four Reapers leap out from the pits and dash up the ramp at you.

ANOTHER VICTIM



DON'T FALL DOWN INTO ONE OF THE PITS YET. A TAINTED VICTIM LIES ON THE CAVE FLOOR. RELEASE THE VICTIM BEFORE LEAVING THIS ROOM.



Also on this level are three Gunslingers. Drop down into one of the pits on the floor. Then drop down again into a long shaft. You land in another corridor. Walk ahead and as the corridor turns the corner, it opens into another cave. On the other side the corridor resumes. However, a Mark of Evil erupts from the opposite ledge and an Oozer appears right in front of it.

The Mark begins to spawn Reapers, which leap the distance across the cave to attack you. The Oozer also drops down from the opposite ledge and begins to lumber towards you. Destroy the Mark before the Oozer can get to you. Due to the rooms cramped quarters, attempting to attack the Oozer first is not a good idea. A Carbine should destroy the Mark relatively quickly. Once it is blown away, the Oozer and any remaining Reapers die automatically.

Now leap across the cave and continue down the corridor. It quickly turns left, where two Reapers lie in wait. Right behind them, the corridor ends in a long drop. Jump down to end the level.

As the level ends, a movie shows the ghost of Cassidy exhorting Jericho to leave the mines and head to the Darkwatch outpost.



MISSION

5

DARKWATCH OUTPOST:

SNOWBOUND SECRETS AND BLOODY SLAUGHTER

INITIAL OBJECTIVE:

Guided by Cassidy's ghost, you find the Darkwatch Outpost.



You stumble through the snow into the Darkwatch Outpost, but find that Lazarus's undead have already arrived and slaughtered all the inhabitants. With Cassidy as your guide, you must find your way through the outpost to survive.

Approach the doors leading to the outpost's outer compound. Grab the Range Rifle propped up against the left door. Duck and run behind the snowy mound just in front of the opened doors.

NEW WEAPON: RANGE RIFLE



THIS IS THE MOST POWERFUL AND ACCURATE LONG-RANGE WEAPON. IT HAS TWO LEVELS OF ZOOM, WHICH ALLOW FOR ACCURATE HEAD SHOTS ACROSS VAST DISTANCES. UNFORTUNATELY ITS CLIP LIMITED TO ONLY FOUR BULLETS, AND ITS FIRING AND RELOAD SPEED ARE THE SLOWEST OF ALL THE WEAPONS AVAILABLE.

Inside the compound, there are three patrolling Riflemen and a fourth on the rampart against the far wall. Switch to your Sniper Rifle and zoom in to easily kill all four with headshots. Your gun comes packed with a meager eight bullets, so take your time when aiming.

Head into the compound and go right. Grab the Riflemen's fallen guns for additional Sniper Rifle ammo. Along the path is a dead Darkwatch Regulator and a Shotgun. Pick up the Shotgun; it goes well with the Range Rifle.



You can now go left through an archway or walk slightly ahead to go left along a wooden walkway. Go up onto the walkway and turn left. Far ahead are two Riflemen. Zoom in with your Range Rifle and kill them. Run across the walkway and past their dead bodies.

On your left is a Rifleman. As long as you're careful, you should be able to snipe him without being noticed. There is a small house nearby with a tainted victim, some Range Rifles, and a Shotgun inside.



Go inside to release the victim. As soon as you enter the house, two Corrupted Regulators erupt from the floor. These Corrupted Regulators are using Redeemers. Switch to your Shotgun for any easier time killing them. Now continue back on the path.

Three Reapers jump out of the snow and attack you. Use your Shotgun and continue forward. At the end of the path is a patrolling Rifleman. Switch to your Range Rifle and kill him. Continue back on the path as it turns left.

In front of you and to the left is an entry into the actual outpost. Cassidy now tells you to find a Ghost Door somewhere inside.

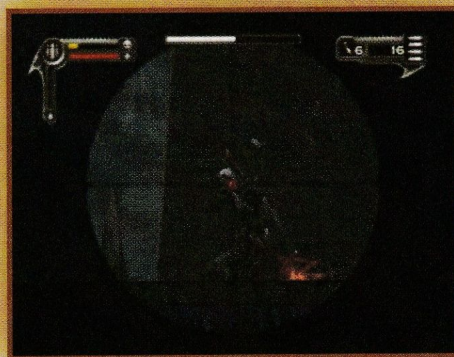
As you enter, you learn that it's a trap. The Ghost Door is inside a small building ahead of you, but the door slams you as various undead burst from the ground.

Your mission is to destroy this infestation of undead. A white bar appears at the top of your screen to record your progress. As you kill enemies, the bar shrinks. Use your vampire powers whenever necessary. Silver Bullet is excellent for killing the Riflemen, while Blood Frenzy gives you invulnerability. Both are ideal in this situation.

There are two Corrupted Regulators and a single Reaper who immediately rush you. Shoot the TNT barrel behind the Corrupted Regulators to destroy them. Then beat the Reaper with the butt of your gun when he draws near.

Two more Reapers and a Corrupted Regulator appear to your left. Next, come two more Reapers and another Corrupted Regulator from your right, followed soon after by several Reapers from ahead.

After this last wave is eliminated, enter the outpost's inner compound. The Ghost Door is in a shed ahead of you. But a Rifleman immediately appears on the shed's roof opposite you and begins firing at you with his Range Rifle. Shoot him down with your own rifle. When he dies, a second Rifleman erupts from the roof to take his place. Kill him too.



When the Rifleman falls, Banshees appear. They float in from the outpost's right wall. Drop down into the outpost and find a ramp or wall to use as cover. Make the Banshees come to you and kill them at point-blank range with your Shotgun. After the second Banshee falls, two Reapers burst out from the ramparts, followed by two more Banshees.

It's important to Remember that cover is to be used to your advantage. Save your ammo for the Banshees. As they fall, two more sets of Banshees and Reapers spring forth to take their place.

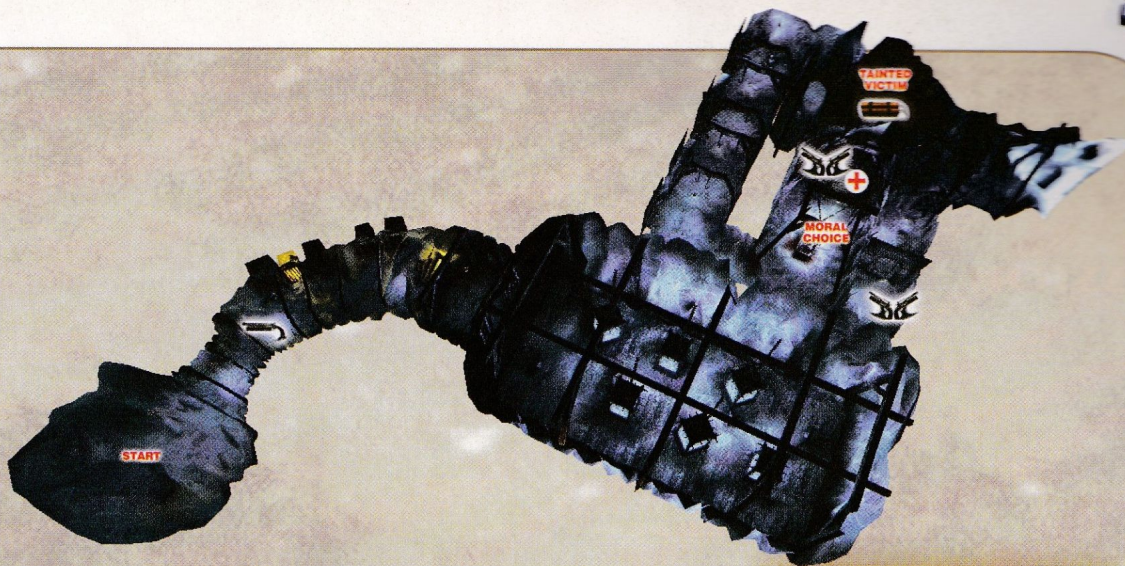
When the last of your enemies are dead, head into the Ghost Door.



STOCK UP

Before heading through the Ghost Door, scrounge around the outpost for Shotgun ammo.

As it turns out, leaping blindly into the Ghost Door was a bad idea. Instead of taking you to the Darkwatch Citadel, it leaves you in a strange frozen complex. Not even Cassidy knows where you are.



Walk down the path towards a room where experiments dangle from the ceiling in glass cages. Inside this room are three Corrupted Regulators. The tunnel through the complex continues left out of this room.

As you pass through a door, you see some Reapers skulking ahead of you. There's nothing to fret, they can't reach you yet. Turn left and enter what looks like a laboratory. Inside is a tortured scientist lying on a table.



ANOTHER MORAL CHOICE



YOU FACE YOUR THIRD MORAL CHOICE OF THE GAME. DO YOU SUCK THE EVIL FROM THIS DYING SCIENTIST'S VEINS OR CONDEMN HIS SOUL TO HELLFIRE? THIS CHOICE GIVES YOU A LOT OF POINTS FOR YOUR GOOD OR EVIL METER. SO CHOOSE WISELY.

Now take the path out of the lab. As it turns right, you see corpses dangling from hooks on the ceiling. As you step forward, five Reapers burst through the ground. If you have dynamite, toss a stick at them as soon as you see the plumes of dirt kick up from their eruption. The explosion and your Shotgun should kill them quickly. Cassidy now suspects that this place could be an unauthorized Darkwatch complex where undead are bred.



Continue on the path as it turns right and then doubles back. The path then turns left. Four Reapers and a Redeemer Rifleman erupt from the floor. Quickly hack down the Reapers, and back up to use the corner for cover. Dispatch the Corrupted Regulator and press on. There is a small room with a tainted victim and some dynamite to the left of where the ambush took place. Release the victim and grab the dynamite before continuing.

The path soon ends and you find yourself in daylight. Summon Shadow and ride the rest of the way to the Darkwatch Citadel.

MISSION

G

WAR TRAIN

DEATH ON THE RAILS

PLAYSTATION 2 ONLY



THIS LEVEL IS EXCLUSIVE TO THE PLAYSTATION 2 VERSION OF DARKWATCH. XBOX OWNERS AUTOMATICALLY JUMP TO THE NEXT LEVEL.

INITIAL OBJECTIVE:

The sun's coming up and your luck is running out. The fastest way to the Darkwatch Citadel is to follow the railroad tracks. Ride like hell.

You begin this level riding along the train tracks that lead to the Darkwatch Citadel. Suddenly, an Undead Ryder bursts from the ground ahead of you. Shoot it down. Soon after it falls, two more Ryders appear ahead.

Kill these two and a cutscene shows you approaching a Darkwatch war train. Cassidy thinks you have a friendly escort, but upon closer inspection, it looks like the train has been hijacked by undead.

Cassidy tells you to catch up to the captured train and destroy it. While you ride after the train, two Ryders burst out from the ground; one on each side of the train. Killing them simply prompts the spawning of three more. As you continue to kill them, more Ryders will spring forth to take their place.



The train regularly drops barrels of TNT in front of you. These barrels spread out and tumble across the screen. Time your shots to detonate the TNT barrels near the Ryders. As you catch up to the train, Cassidy tells you to shoot the flashing light between the back car and train engine.

MISSION OBJECTIVE: Shoot coupling between cars.



Begin by shooting down the turret on the side of the train. After destroying it, turn to the coupling and shoot it until it explodes. The back car then disconnects and tumbles away. By now, the Darkwatch train escort has reached four Undead Ryders. Two are located in front, on either side of the train and two are located in the back.

Cassidy tells you to shoot the armor off the train. Shoot at the plating on the wheels. When the last armor plate breaks apart, Cassidy tells you to destroy the engine.

MISSION OBJECTIVE: Destroy engine.

In actuality, the entire locomotive is fair game. Concentrate fire on any part of it. The white progress bar tells you how close you are to destroying the train.



BEWARE RYDERS

While you concentrate on the train, the Ryders continue to shoot at you. Swing to one side so only two can target you. You shoot much faster than the Ryders, so you can ignore them and destroy the train before they kill you. If the Ryders manage to shoot down your shields and lower your health to a point of concern, turn to the Ryders and kill them. They won't respawn for a few seconds, giving you time to regenerate your Blood Shield and refocus on the train.



Keep firing at the train until the progress bar is completely depleted. The train then flips over and bursts into flames. With the war train derailed, you ride on to the Darkwatch Citadel.

MISSION

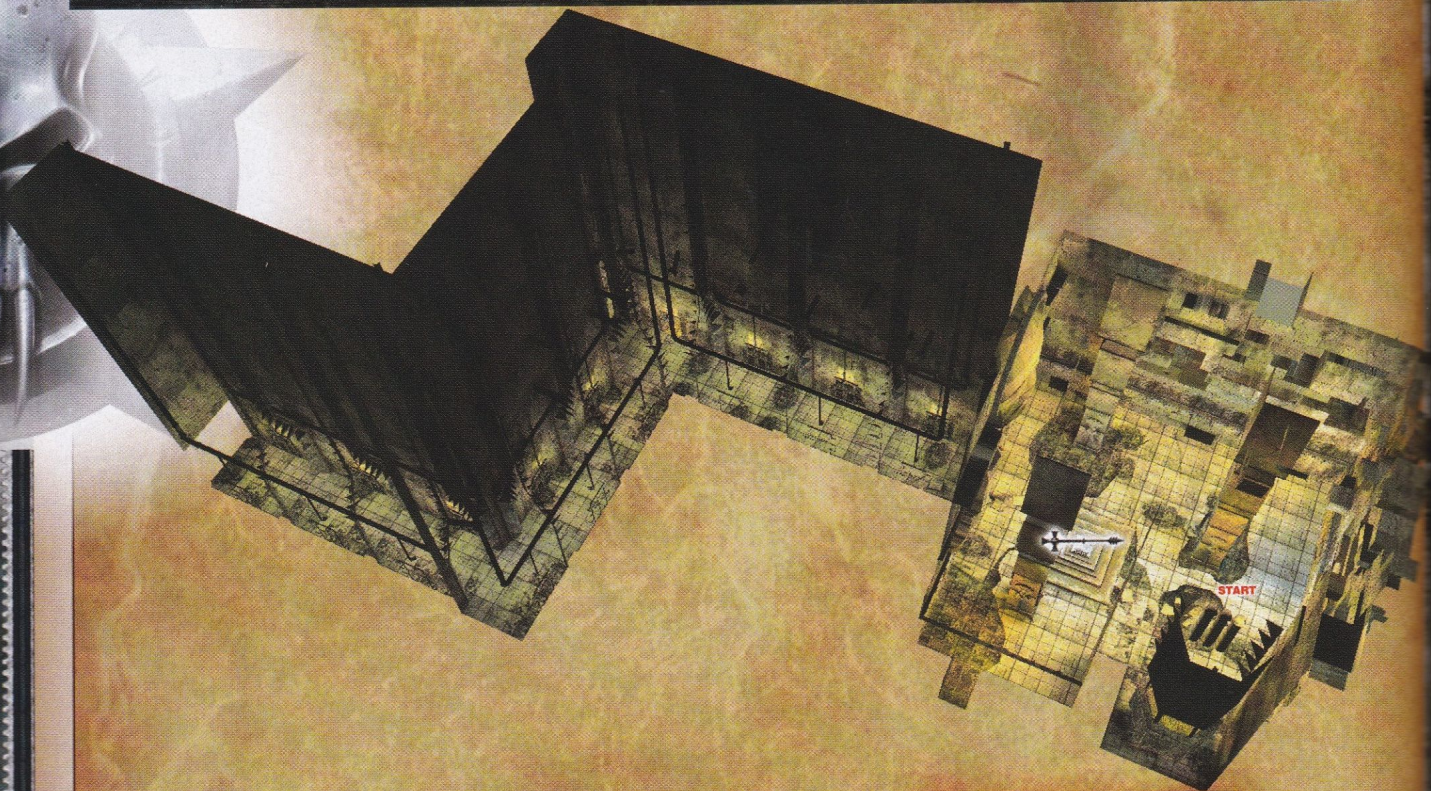
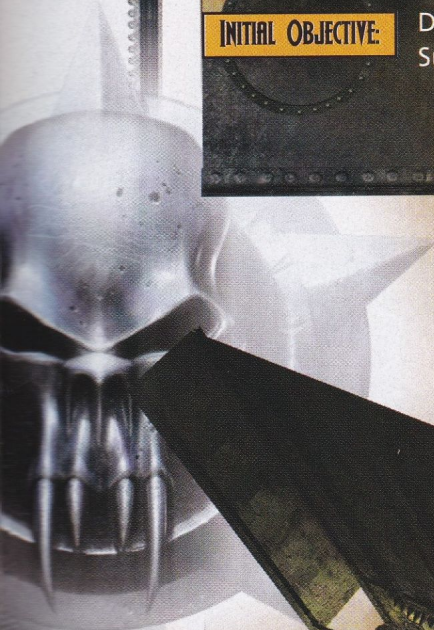


TORTURE MAZE

ONLY THE STRONG SURVIVE

INITIAL OBJECTIVE:

Darkwatch brigadier general Clay Cartwright blames you for Cassidy's death. Survive his brutal initiation and you just might save your soul.



A cutscene shows you riding into the Darkwatch Citadel, only to be taken out by a sniper. When you awaken, you find yourself in a large gladiatorial chamber, with General Cartwright lambasting you for freeing Lazarus. Angry and distrustful, Cartwright decides to test you in a deadly maze. Your mission is to reach the end alive.



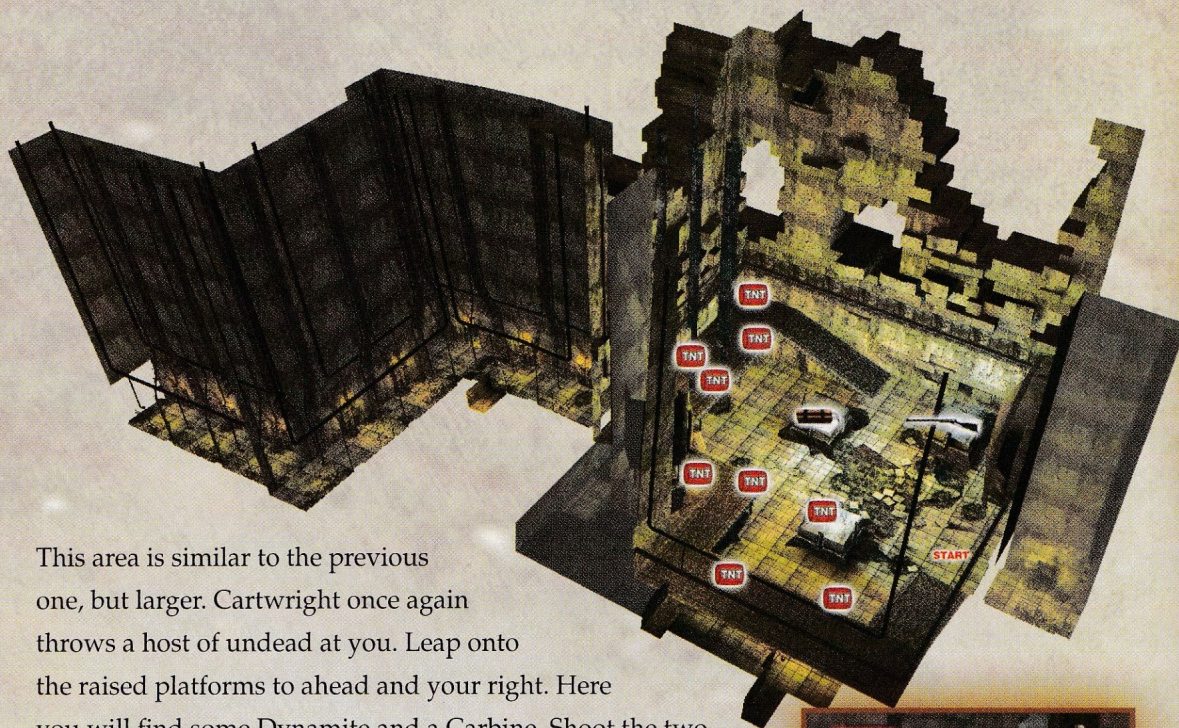


Take a moment to look around. Pick up the nearby Scepter. Once you do, Cartwright unleashes the undead upon you. Over a dozen Reapers come out from three doors positioned around the room, attacking in waves of three. The Scepter is able to kill them in one hit, so keep swinging until the last one falls.

After the last Reaper dies, Cartwright ups the ante by releasing Ghostly Reapers. These Hell Reapers take three hits to kill. In total, nine Ghostly Reapers charge in quick succession, each entering from one of the room's three doors.

Once you kill the last Hell Reaper, Cartwright opens the door out of this chamber. He taunts you to kill the innocent people wandering in the halls, but you can ignore them. If you decide to kill them, they drop Blood Clouds that can be absorbed for health and power.

Go down the hallway and through the door. This loads the next portion of the level.



This area is similar to the previous one, but larger. Cartwright once again throws a host of undead at you. Leap onto the raised platforms to ahead and your right. Here you will find some Dynamite and a Carbine. Shoot the two Gunslingers patrolling the ledge surrounding the room.

After these two Gunslingers die, Cartwright sends eight more Gunslingers at you. Use your Carbine to shoot them from a distance, then rush up and club those nearby with the butt of your gun.

When the last Gunslinger falls, Cartwright introduces three Riflemen to the mix. They appear on the three raised platforms in the room and begin shooting at you with their Range Rifles. When these three die, three more appear in the nooks on the right wall. They are hard to spot, so use your Blood Vision to get a good shot with your Carbine.





GRAB YOUR WEAPONS

The Riflemen in this area drop Carbines. Pick them up, and grab a Redeemer from the fallen Gunslingers. Both work well against the level's undead foes.



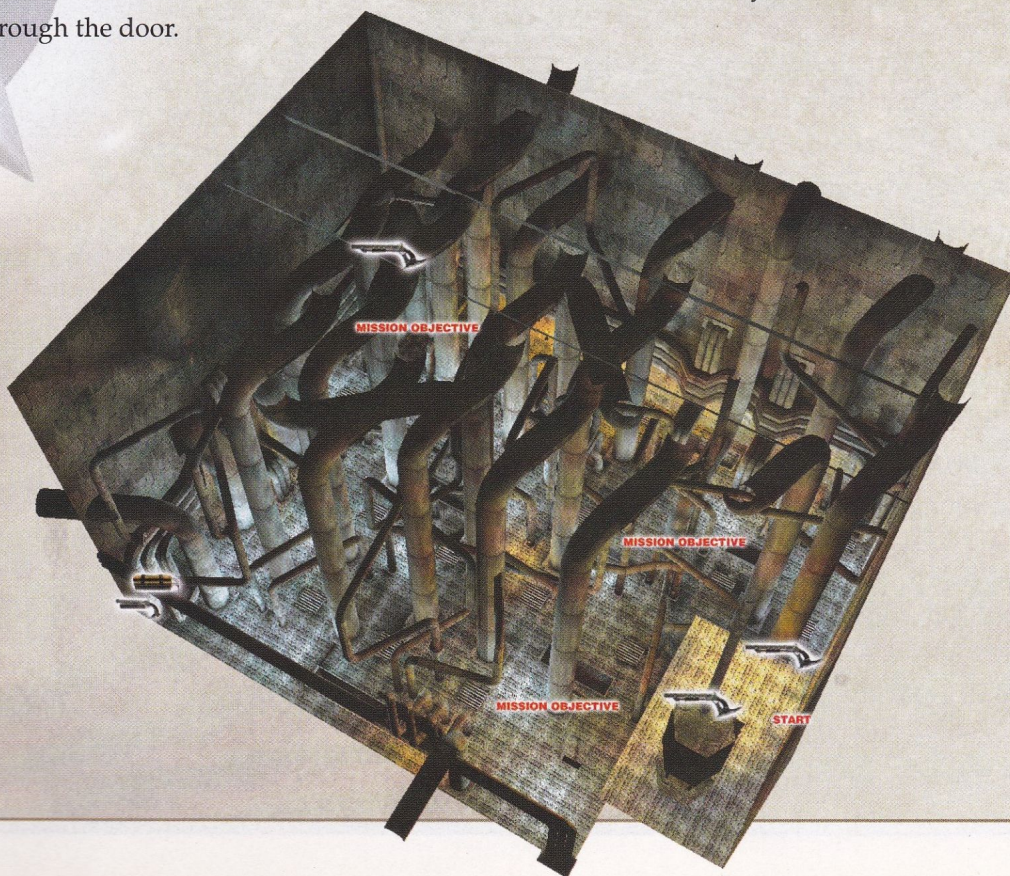
When the final Rifleman is killed, Cartwright makes the test more complicated by sending out Gunslingers, Riflemen, and innocent civilians. It doesn't matter if you kill the civilians, although Cassidy's ghost and Cartwright both have different words for you depending on whether you spare the innocent.

In total, eight Gunslingers appear on the ground and four Riflemen burst onto the raised platforms. Use the Carbine to kill the Riflemen. Gunslingers can be taken down with a few Carbine shots or melee attacks.

After this test is passed, the door out of this room opens and Cartwright urges you through. Go down the hallway, which turns left.

Three Hell Reapers appear down the hallway and charge you. The fire vent spewing from the left wall can deal damage, so make sure you don't fight within its searing plume. After you kill the Hell Reapers, continue down the hallway, which now turns right.

At the end of the hall is a door and two Riflemen. Toss a stick of Dynamite at them. Go through the door.



After a brief loading screen, you appear in the next portion of the Torture Maze level.

You start on a platform overlooking a steam room. In front of you are several Shotguns. Drop your Redeemer and pick up the Shotgun. The steam room is obscured by great billows of steam. Your mission now is to turn off three valves in this room to cut off the steam's escape.



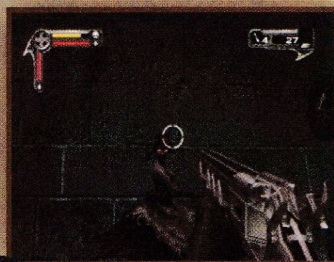
USE BLOOD VISION

The steam obscures normal vision. You can use your Blood Vision to make finding your way around much easier. When using your Blood Vision, you can see the valves that need to be turned off.



The first valve is straight ahead and below you. Drop down into the steam room and turn off the first valve.

Now go right. The second valve is dead ahead. Once you turn off this valve, go left to the third one. Be careful of the numerous Reapers and Hell Reapers in this area. If you have trouble finding the valves, just look for barrels. They surround each of the valves.

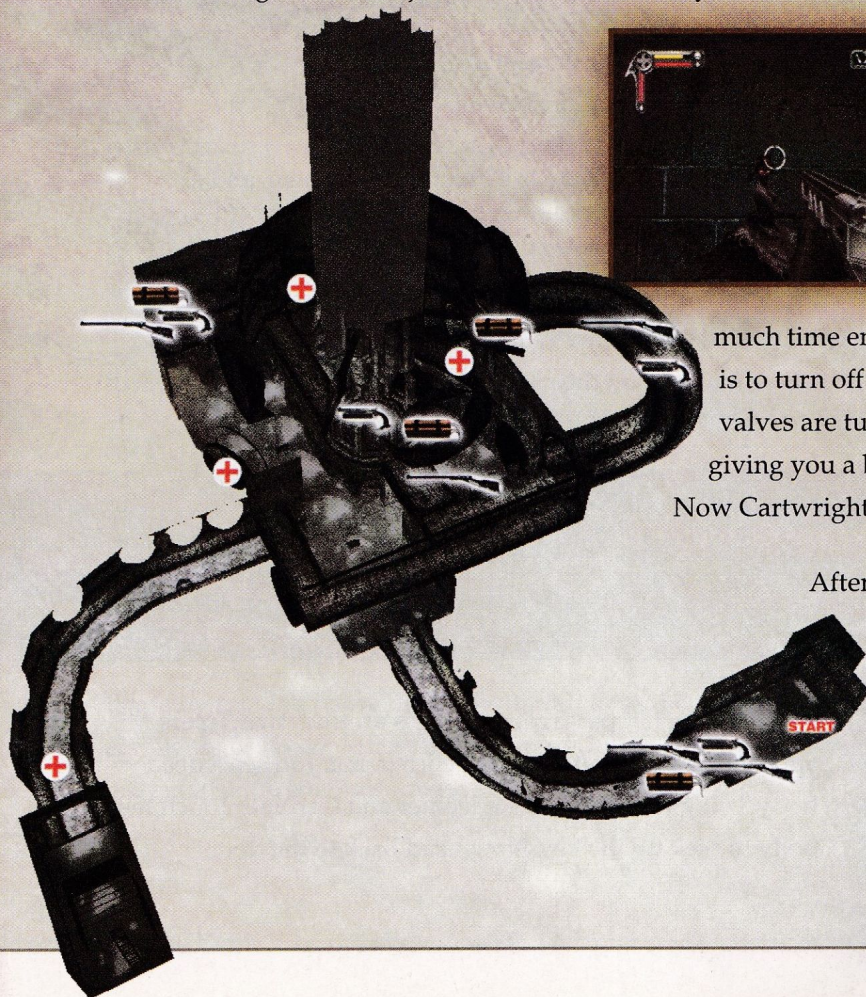


Ghostly Reapers and normal Reapers swarm you in this level. Kill any that get in your way, but don't spend too

much time engaging them. Your priority is to turn off the valves. When all three valves are turned, the steam disappears, giving you a better view of the room.

Now Cartwright sends in several Banshees.

After you kill the Banshees, a grate in the floor opens up, which you jump down to escape the steam room.



You are now in the sewers below the Darkwatch Citadel. Head down the tunnel in front of you. Ahead are some weapons and Dynamite. Make sure your Carbine is fully loaded.

Once you move deeper into the tunnels, a cutscene introduces you to a new enemy: Vipers.



VIPERS

Vipers are incredibly tough and strong enough to withstand a headshot from a Shotgun or Carbine. It takes several headshots from either weapon to kill them. They attack with claws and blink in and out of existence, making it hard to get a clear shot. The best strategy to use when fighting a Viper is to back away from them while shooting as quickly as possible. With this tactic, the Redeemer is a good weapon to use against them.

At the end of the tunnel, a Viper jumps out from the left and rushes you. After killing him, go right. Another Viper scrambles at you from the right wall. Kill it and veer left. A third Viper leaps out from the sewer to attack. Continue down the tunnel, go left and then right up the ramp.



Two Vipers charge at you as you move up the ramp. Hurl Dynamite at them as you back up and shoot them. Continue up after you kill them.

At the top of the ramp, head across the walkway. There is Dynamite, a Carbine, and a Redeemer to your right. To your left is a Blood Canteen. Pick up anything you need before heading across the walkway.

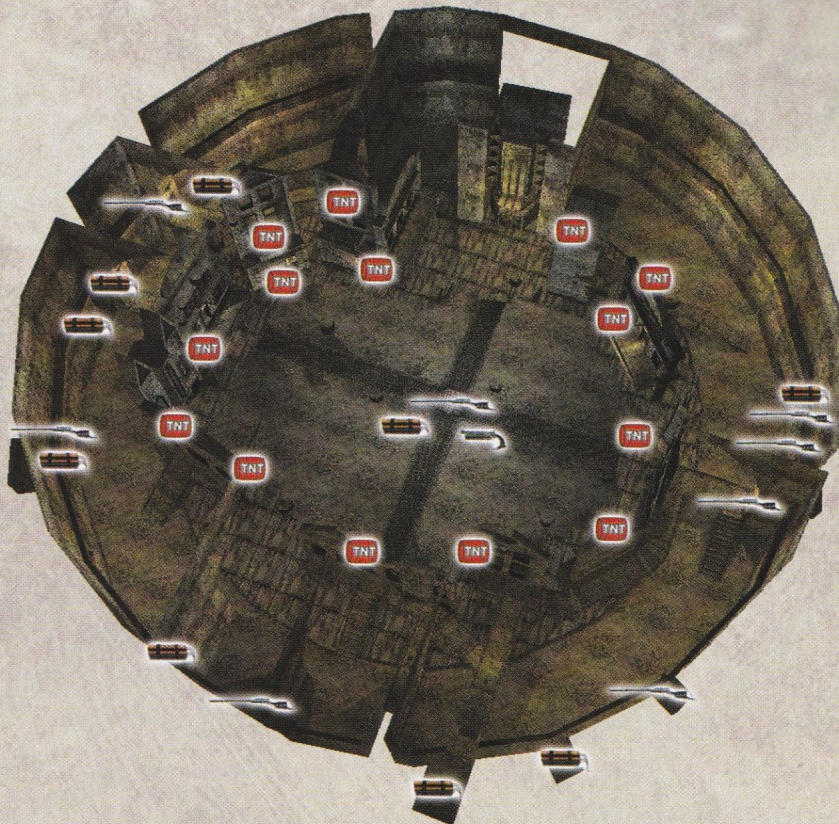
As you reach the circle in the middle of the walkway, a Viper drops down from the pipes. After killing it, continue ahead. There is a door on the right that is locked, so go left in search of the key.

MISSION OBJECTIVE: The gate is locked. Look for the key.



Go along the left passage. As it curls around, two Vipers appear and rush you. Turn the corner and you see a dead body. Lying next to it is a Redeemer and Carbine. Touch the body to pick up the key. Now head back to the door.

Go through the door that had been previously locked and continue down the tunnel. There is a ladder at the end of the path. Once you reach it, you move onto the next part of the level.



The next area is an indoor rotunda with building facades along the walls. You appear in the middle of the rotunda, surrounded by Gunslingers on ground level and Riflemen above.

Run behind a building façade to recover your health and minimize the number of enemies surrounding you. Kill any Gunslingers that follow you.



FIND COVER

With so many enemies shooting at you, your Blood Shield and health take a beating. Be sure to use cover often to recover your shields. You can hide under walkways, stairs, or buildings, and duck inside coves.

The Gunslingers converge on you. Don't get surrounded. Any Rifleman above you will be shooting at you, so kill them during lulls in the Gunslinger waves.

Begin by moving methodically around the rotunda's wall, killing the camped Riflemen. There are plenty of Range Rifles, Dynamite, and Redeemers on the ground. Pick up a Range Rifle to use against the enemy snipers.



If you don't see any Riflemen, briefly make yourself a target. When they shoot at you, duck behind cover and note where the attack came from. Zoom in on that direction and return sniper fire.

Keep moving along the wall of the rotunda killing Riflemen. When the last Rifleman has been eliminated, Cartwright pulls out all the stops and spawns more Gunslingers and Riflemen.

Find cover again and keep moving. Riflemen appear on both the ground and buildings. This gauntlet is particularly difficult, as you have to kill fifteen Gunslingers and fifteen Riflemen. The Gunslingers come in waves, and the Riflemen keep sniping at you from range. Finding cover is crucial to staying alive.

Once you eliminate the final Rifleman, you get to see a movie of Cartwright confronting you. Cartwright bathes you in sunlight to deprive you of your powers and tells you that your test isn't quite over.

After the cutscene, the final part of the level begins. You are still in the rotunda, but now you're inside a cage. Standing immediately in front of you is an Oozer. You are in a cage, so your maneuverability is limited. Fan the hammer of your Redeemer and shoot at the Oozer's head while backing up. After it falls, pick up the Shotgun and Dynamite in the cage.

The cage is being shined upon by daylight, so you have no Blood Shield. Several Reapers have gathered around the cage. When you are ready, blow away a cage wall with a Shotgun blast. Clear out the Reapers and make a dash for any of the buildings' shadows. When you are out of the sun, your Blood Shield and Vampire Powers return.

Now, it's a matter of surviving the waves of undead that Cartwright throws at you. A dozen Ghostly Reapers burst from the cage area to attack in waves of three, followed by half a dozen regular Reapers and several Keggers. Make sure to kill the Keggers from a distance.



EXPLOSIVE TIPS

The Reapers all come out of the ground in clumps around the cage. Hurl dynamite sticks at them as they appear to destroy them in batches. When the Keggers arrive, shoot their barrels to take out several enemies in the resultant explosion.

Finally, several more Ghostly Reapers and another Oozer erupt from the cage to attack. After you defeat this final wave, the test is over and Cartwright officially welcomes you into the Darkwatch.



MISSION

8

BAPTISM OF FIRE

WELCOME TO THE DARKWATCH

INITIAL OBJECTIVE:

Joining the Darkwatch stops your soul's slide into darkness, but there's still work to do. Your pursuit of Lazarus begins here, and you've got a new partner – Tala.



A cutscene shows you and Tala embarking on your first mission together. After leaping off the train, you find yourself in a moonlit valley. Tala says that a patrol of Darkwatch Regulators was ambushed in this area. It's up to the two of you to find their killers. Tala walks off to begin scouting.

8

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As she leaves, your mission truly begins. Ahead of you is a ridge that runs up along the side of the valley. That's where Tala has gone. Coming down from there, however, is a steady stream of Gunslingers. They come at you in waves of three to four.

Two Darkwatch Regulators stand by your side. Although they can kill a Gunslinger or two, expect them to die quickly from the onslaught of enemies. Shoot down the Gunslingers as they approach. After you kill the first wave, it's time to follow Tala up the ridge.



Waves of three Gunslingers and a Reaper jump down from the ridge and rush you. As you kill one wave, another one appears to take its place. Don't stay in the valley. Make your way up the ridge, killing the Gunslingers and Reapers that appear in your path.

When you reach Tala, she points to the valley below. More enemies are now bursting from the ground where you started. She tells you to go down and finish them off.

A short cutscene shows you leaping down onto a ruined hut in the valley. As the level resumes, three Reapers immediately rush you. Kill them. Next to you is a Tainted Victim. Release it for good or evil points.



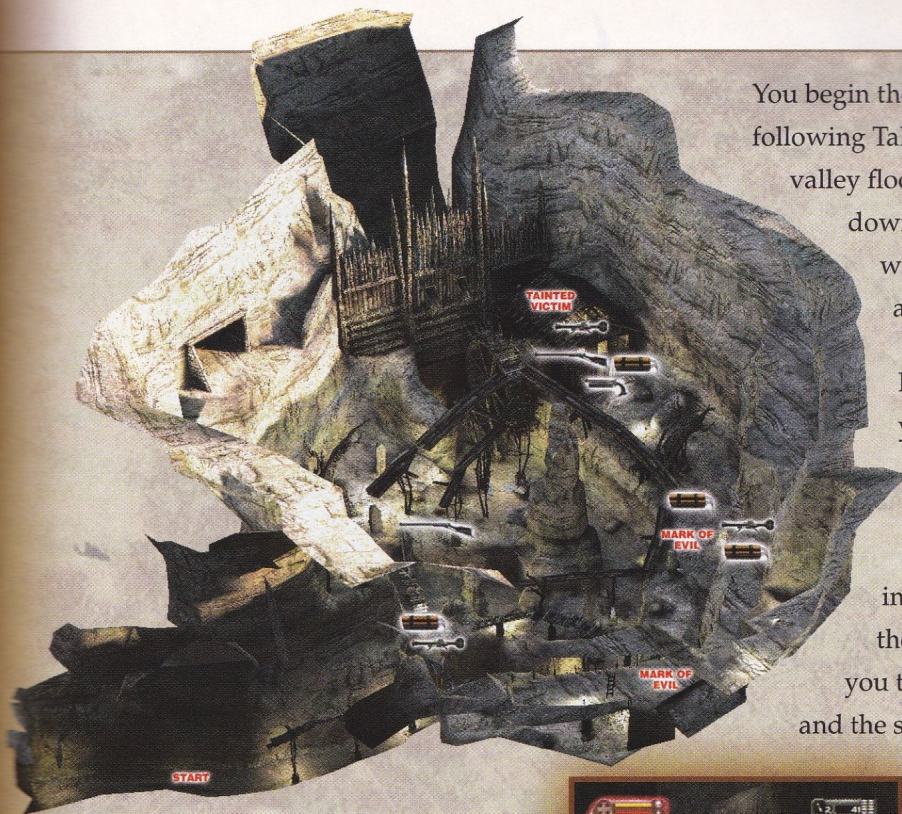
Once you kill the three Reapers, you see that Keggers have joined the fray. Keggers and Reapers burst from the ridge and rush you. Grab the dynamite in the hut and head outside. Line up facing the ridge so that you have a good view of the oncoming Keggers. Start picking them off from a distance with your Carbine or by firing Crossbow bolts at the foot of the ridge.



Three Keggers and a Reaper are the first to approach. As you finish them off, to more Reapers and a Kegger clamor down the ridge. After this wave, another Reaper bursts out from the ground up ahead and to the left. Now the wave of enemies escalates, with Reapers and Keggers erupting from the ground only a few paces in front of you.

Ignore the Reapers and kill the Keggers from afar. Doing this usually means letting the Reapers get close to you. When they near, bash them with your melee attack.

When the last of the undead are killed, Tala tells you that she has found the door out of the valley.



You begin the next part of the level following Tala down a path cut out of the valley floor. You see a Regulator pinned down by fire from three Carbine-wielding Riflemen. Kill them and continue down the path.

Enter the clearing. Tala tells you that it's time to split up again. You start behind a pillar. Use this for cover and shoot down the two Riflemen in front of you. After you kill them, a short cutscene shows you the location of a Rail Rocket and the spawning of a Mark of Evil.



NEW WEAPON: RAIL ROCKET



THE RAIL ROCKET IS AN EXTREMELY POWERFUL LONG-RANGE WEAPON. THE ROCKETS DETONATE ON IMPACT, CREATING A LARGE EXPLOSION THAT DOES SPLASH DAMAGE TO ALL SURROUNDING TARGETS. DO NOT FIRE THIS WEAPON AT CLOSE RANGE, AS THE BLAST WILL DAMAGE YOU AS WELL. THE DRAWBACKS TO THE RAIL ROCKET ARE ITS VERY SMALL AMMO CAPACITY, LONG RELOAD TIME, AND SLOW FIRING RATE.

The Mark of Evil appears near you, but head for the Rail Rocket first. This piece of heavy artillery is ideal for taking out the Marks in this area.

Leap from the path onto the ground above. Run across the wooden bridge to the Rail Rocket. If you fall onto the path below, Double Jump to where the Rail Rocket lies. Grab the Rail Rocket and turn around to face the Mark.



Ignore all the Riflemen that spawn with the Mark of Evil. Maneuver to get a good shot and fire off two rockets. Doing so will destroy the Mark and all the Riflemen it spawned.

Leap to where the Mark had been located. Grab the Rail Rocket ammo in the cove behind, and then run to the house at the top of the ridge.

There is a Rifleman standing in the doorway leading into the house. Pick him off with your other weapon, saving your Rail Rocket ammo for the Marks. Head inside. Another Rifleman is waiting for you. Kill it and head to the boarded up doorway. Break the boards with your melee attack and release the Tainted Victim inside.

Head up the stairs. There is another Rifleman upstairs. Kill him and grab the ammo on the second floor. A second Mark spawns on the opposite side of the valley. It spews forth Banshees. Some immediately fly into the house. Kill these Banshees before moving on. When finished, head to the window on your far right.. You can see the Mark of Evil on the other side of the valley.



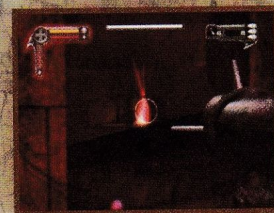
A number of Riflemen spawn in on the ridges around the valley and begin shooting into the house. Use the walls for cover and step toward the window to fire two rockets at the Mark. Two rockets destroy the Mark and banish the Banshees. Ignore the remaining Riflemen, as the third Mark of Evil appears. You can see it from the left-most window. Bash the glass to get a clear shot at the Mark.

The third Mark spawns more Banshees, which fly into the house to attack you. Ignore them unless they are right on top of you. Fire two rockets at the third Mark to destroy it.

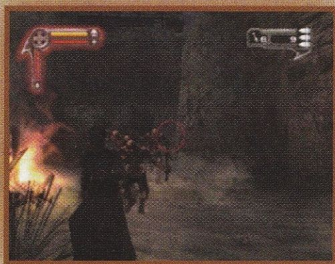
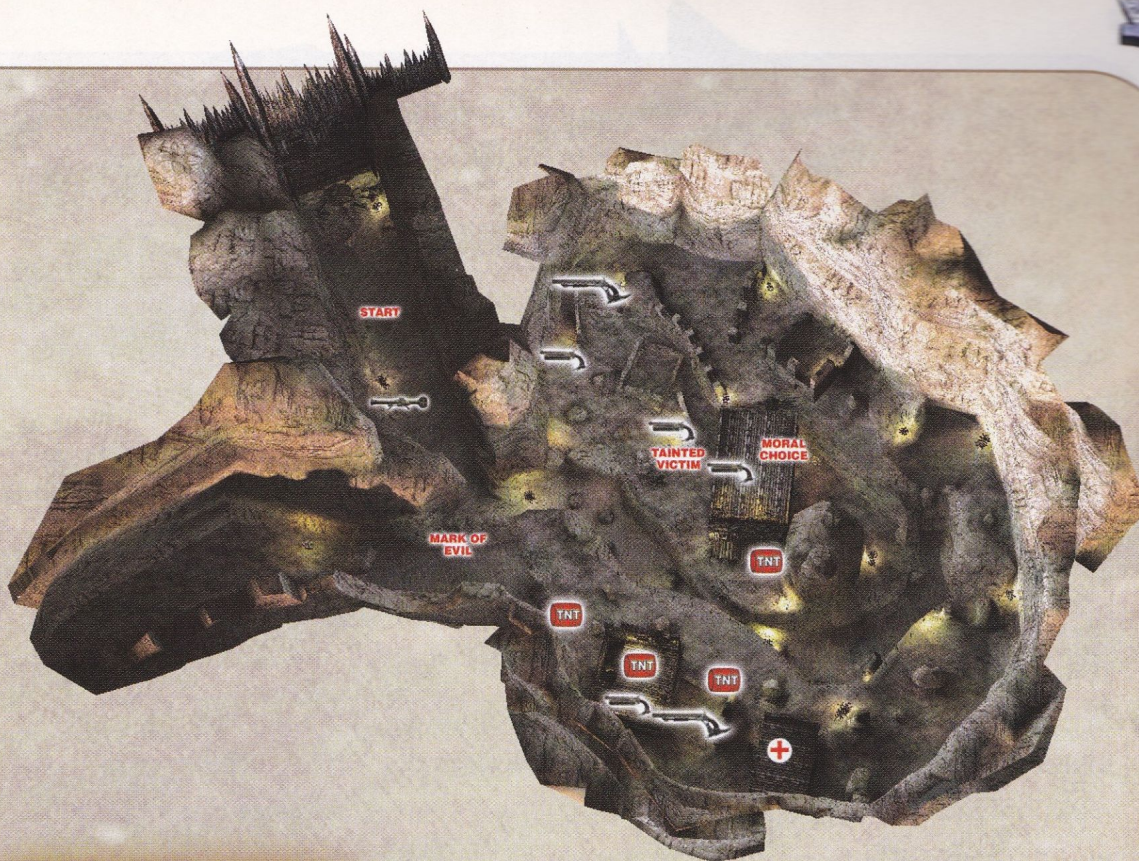


USE BLOOD VISION

Use Blood Vision when firing at the Marks with your Rail Rocket. This zooms in your view slightly and gives you a better look at your target.



With the Marks destroyed, all the Banshees die and this part of the level comes to a close. Tala says she will meet up with you later.



You start the next part of the level on another path. Move up and grab the Rail Rocket on the ground. As you round the corner, you see innocent townsfolk being chased by three Reapers. Kill the Reapers and continue ahead.

Further up ahead, you see another towns person being chased by a Reaper. Kill this Reaper. Immediately behind it is a spectral Reaper of even greater strength – a Hell Reaper. Behind it are two more Reapers. Concentrate your attacks on the Hell Reaper before worrying about the other attackers.

The path finally ends at a house. As you approach, two more Reapers leap down from the cliffs above. Kill them and enter the house.

Inside is a helpless citizen infected by Lazarus. She begs for her life. You can kill her or save her. Make your moral choice and gain a huge bonus of good or evil points. It should be enough to give you your next vampire power.



After you deal with her, three Reapers charge into the house. A shelf blocks your way out of the house. Run up the stairs to the second floor and walk to the other side of the house.

A Hell Reaper and two Reapers appear and leap onto the second floor to attack you. After killing them, drop down to the ground and head out of the house.

Walk down the path to the right. Ahead is a destroyed building and a Tainted Victim. Release the victim and continue ahead.

Continue on the path as it turns right and doubles back. If your short range weapons is low on ammo, pick up the Shotgun nearby. As you walk up the path, you see another innocent woman running towards you and away from a new enemy: a Bandito.



BANDITOS!

Banditos are very tough villains. They use Shotguns that can tear you apart at short range, so don't let them get close. They also have a devastating melee attack. It takes two Rail Rocket shots just to kill one. Long-range weapons such as Dynamite, Rail Rockets, and the Range Rifle are best for taking out these burly villains.

If you still have your Rail Rocket available, fire off two rounds into the Bandito. If not, use your Shotgun to kill it. Continue ahead. Another Bandito appears. After killing it, walk along the ridge as it curves left. A third Bandito charges out from behind some rocks. Kill it and continue towards the burning buildings.



Innocent victims are being butchered by four Banditos among the burning buildings. When the last of the Banditos die, a Mark of Evil bursts from the ground at the end of the path. It spawns forth Banditos and Reapers.



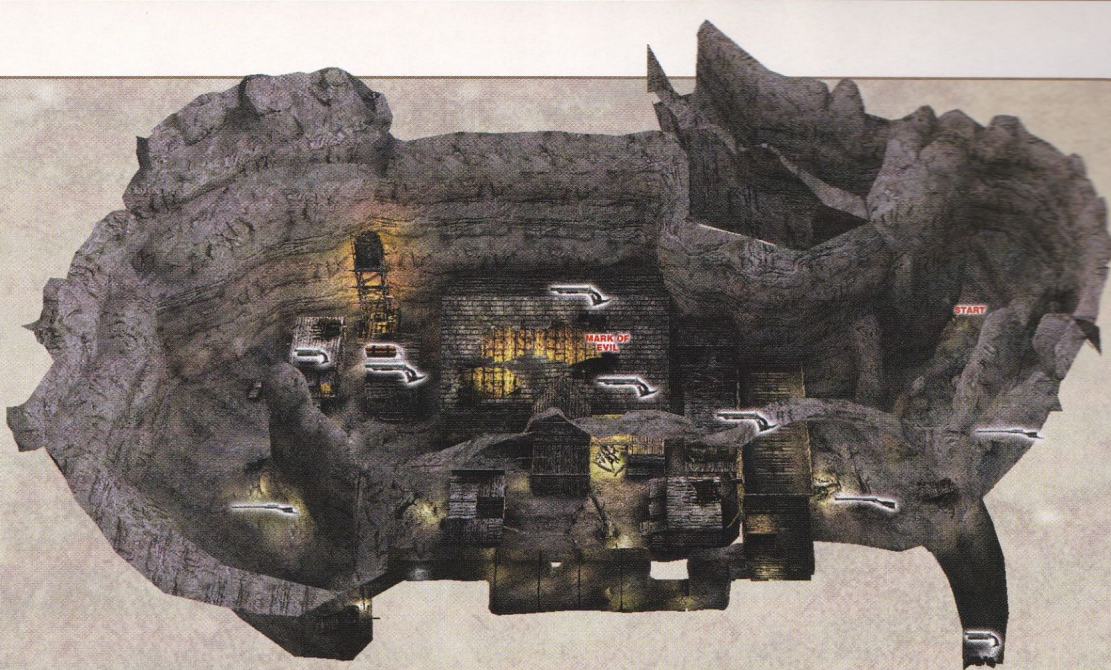
If you have a Rail Rocket, maneuver to get a clean shot and fire off two rockets. If not, move around to avoid the onslaught of Reapers and Banditos while firing at the Mark until it dies.



When the Mark explodes, the wall behind it blows apart, allowing you to continue along the path. Before moving forward, return to the closest burning house and release the Tainted Victim inside.

As you enter the pass, the next part of the level begins.

Several Darkwatch Regulators are pinned down in front of two Riflemen and a solid wooden wall lies behind them. Jump to the ridge on your left and run along it toward the Regulators. Help them kill the Riflemen.



WEAPONS AVAILABLE

If a Regulator dies, it leaves behind a Blood Cloud and his Carbine. The Riflemen leave behind their Range Rifles when they die.

When the last Rifleman dies, a cutscene shows the Regulators blowing a hole in the side of the wall. Suddenly, a wave of Reapers pour forth and attack. After killing ten, the attacks thin out. Head through the wall and into the building.

As you walk to the end of the room and turn right, Tala appears. Follow her. As you run through the hallway, you face five Reapers and two Riflemen.



When you exit the building and come to a clearing, Tala points out a Rifleman sniper atop a water tower. Two Reapers rush out as you kill the Rifleman. Follow her as she presses forward and more Reapers come out from behind the burning buildings. Continue following Tala. She stops in front of a locked black door. This door leads to the largest building on the map. Kill the Rifleman hiding in the alley.

A Mark of Evil now appears inside the building. The black door bursts open and Reapers come running out. Fight your way inside.



The quarters are cramped inside the burning building, so use your melee attack to charge in and clear out the Reapers. Two Riflemen are also inside.

After fighting your way through, you come to the Mark of Evil. Throw some Dynamite at it and duck for cover. When the Mark detonates, the level ends.

MISSION

HUB

CITADEL:

SECRET HEADQUARTERS OF THE DARKWATCH

INITIAL OBJECTIVE:

Explore the Citadel and choose your next Darkwatch mission. Watch your back. The Darkwatch is not used to having a vampire on their side.

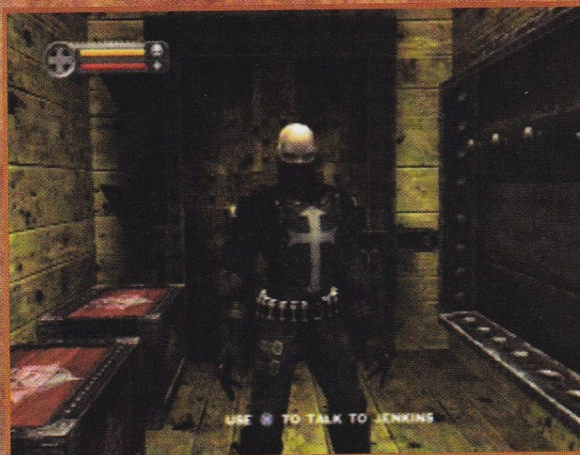
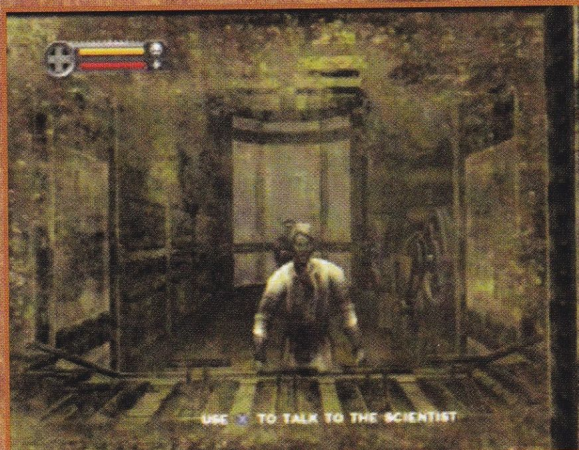
Citadel is not an actual mission. It is a hub from which you can undertake several missions of your choosing.

Once you finish Baptism of Fire, you return to the Darkwatch Citadel. You begin in front of the mission scientist. He gives you a list of three missions to choose from. You can complete them in any order you wish. The three missions are:

Rescue

Invasion

Deadlight Prism





Choose a mission from the scientist. After accepting your mission, walk to the weapon master. You can take one weapon with you into each mission in addition to your Redeemer. Invasion and Deadlight Prism each have a different set of weapons to choose from. These choices are listed in the individual mission walkthroughs. Rescue has no extra weapon options.

After choosing your starting weapon, walk to the Ghost Door. When you step through, you're off to begin your next level. When you complete that mission, you return to the scientist. At which point you must where you can choose from the remaining missions.

GUIDE ORDER



THE THREE MISSIONS ARE PRESENTED IN IN THE FOLLOWING ORDER: RESCUE, INVASION, AND DEADLIGHT PRISM. OF COURSE, YOU CAN COMPLETE THEM IN ANY ORDER YOU WANT.



MISSION

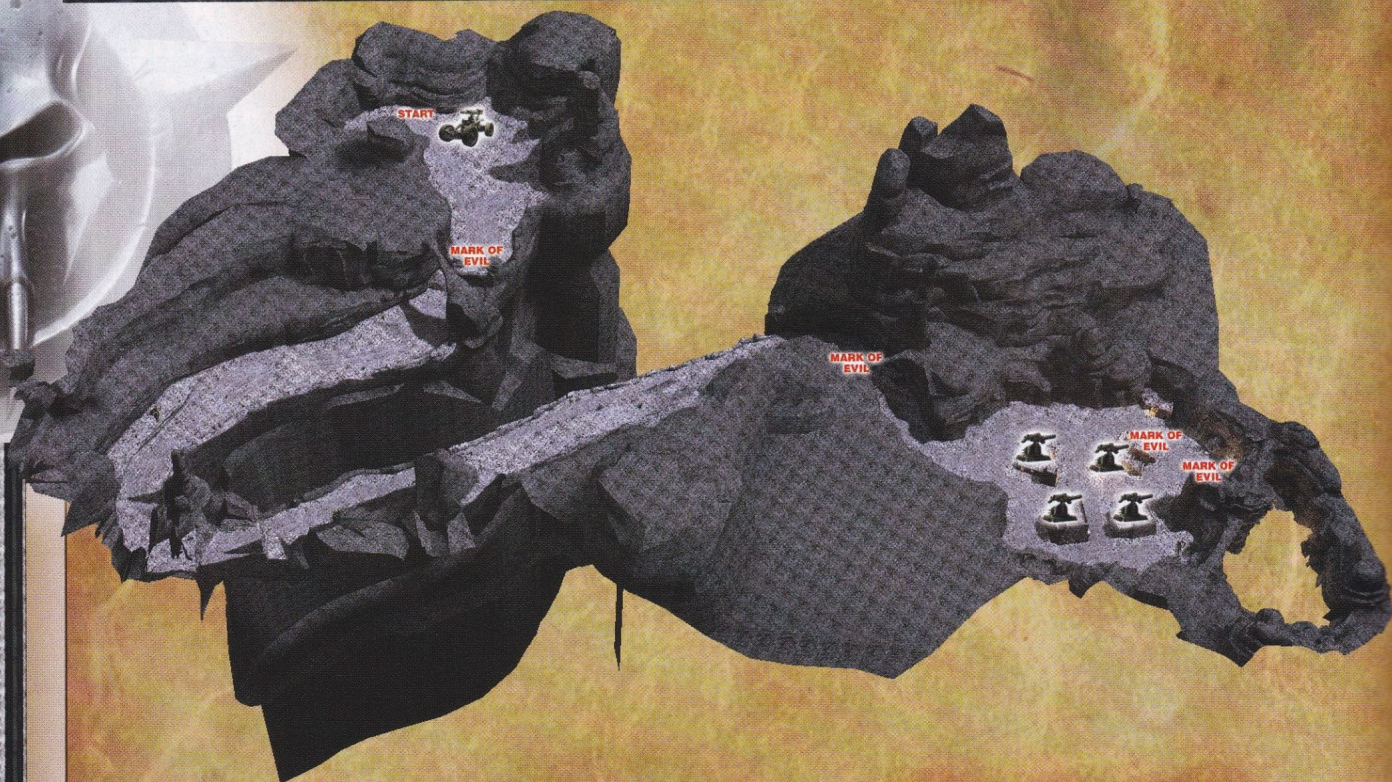
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RESCUE

THE STEAM-POWERED CAVALRY COMES OVER THE HILL

INITIAL OBJECTIVE:

A Darkwatch platoon was ambushed, and they lost an experimental Coyote Steam Wagon. You're the rescue team.



In this level, you must retrieve a lost Coyote, a Darkwatch siege wagon. You start out in an expansive valley. Walk forward until you see an overturned four-wheel vehicle. This is the Coyote Steam Wagon.

Run up to the Coyote and overturn it by pressing the Interact button. Then hop inside.



COYOTE

THE COYOTE IS A TURRET MOUNTED ON WHEELS. YOU STEER THE WAGON WITH THE RIGHT ANALOG STICK AND MOVE IT WITH THE LEFT ANALOG STICK. THE TRIGGER BUTTON FIRES THE WAGON'S MACHINE GUNS. IT HAS UNLIMITED AMMO, SO DON'T BE STINGY WITH YOUR ATTACKS. TO BRAKE SUDDENLY, PRESS THE LEFT TRIGGER. YOUR BLOOD VISION, JUMPING ABILITY, AND VAMPIRE POWERS ARE NOT AVAILABLE WHILE YOU RIDE IN THE COYOTE.



A Hell Reaper is nearby. Use the Steam Wagon's machine guns to obliterate it. With unlimited ammo, you can keep the trigger squeezed while driving. You can also run over enemies with the siege wagon, so don't be timid in your movements. Three more Hell Reapers appear and attack if you linger here.

Drive forward to the locked gate. As you approach, a Mark of Evil springs from the ground and spews forth Hell Reapers. Ignore the Hell Reapers and drive right into the Mark of Evil, blasting it with your guns. Ramming the Mark and shooting it both do damage. It should fall quickly.

The gate now explodes open. Drive through and speed down the path. Along the way, Hell Reapers burst out from the ground and charge. You can shoot them down or run them over. Every time you kill one, a new Hell Reaper appears.

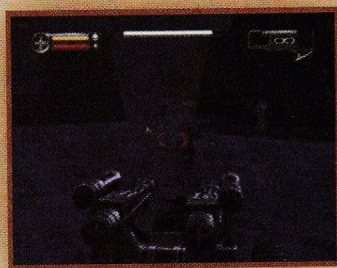
As you continue, Gunslingers join the attack, rising up from the ground and shooting you. Drive past or through them. You soon come to another locked gate and a second Mark of Evil. Destroy this one too.

Once the gate is destroyed, two Keggers run toward you. Shoot them down before they get too close. Drive through until you come to a clearing with four abandoned adobe houses. On top of each house is an empty turret.

Drive to the right and find a corner to camp in. Turn your machine guns to face the buildings. Make sure that you are nestled in the corner of a 90 degree angle so that you can only be threatened by a small arc in front of you.



A few seconds after entering this area, Keggers appear from the center of the four buildings. After four Keggers attack, several Reapers hop onto the turrets and begin firing at you. These turrets point toward the center of the map. By hiding in the corner, you ensure that none of the turrets can target you.



Despite Cassidy's advice to keep moving, stay in the corner. You are safer here. Keep your finger pressed on the trigger and sweep your guns from side to side. Maintain a constant blanket of fire in a 90 degree arc in front of you. More Keggers rush you. Soon, Banshees and Reapers appear.



The Banshees all appear far away and float toward you while firing their energy balls. Be sure to kill them early. If they get close, you will be forced to point your guns up at them to kill them. This is a bad tactic because it allows for Keggers to approach unnoticed.

A white progress bar shows you how you are faring against the undead horde. When the last of these enemies die, a Mark of Evil appears inside one of the houses. Waves of Gunslingers spawn from it and swarm you. Drive towards the house and run them over.

Hop out and go inside. Run up the stairs to the second floor. Three Gunslingers block your path. Kill them and destroy the Mark of Evil.



When this Mark falls, a second one appears in front of the locked gate outside the clearing. Jump down from this building and rush the Mark. This Mark spawns forth a horde of Banshees. Once you destroy this second mark, the Banshees die and the gate opens. Run through to the next part of the level.

You start this part of the mission inside an abandoned house. You've found the three missing Regulators. After their Coyote was ambushed, they barricaded themselves here. Two are inside the building and the other is on the roof.

The Regulators tell you that more undead are approaching. Step outside and stock up on ammo. Several Carbines and Crossbows lie outside. Hop onto the roof.

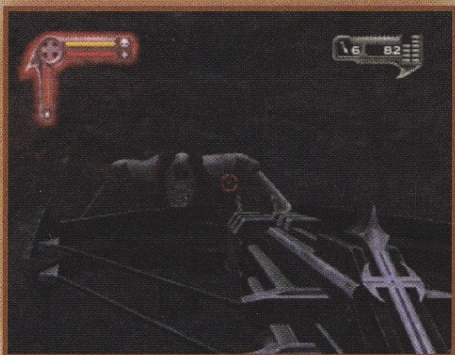


HIGH GROUND ADVANTAGE

By fighting from the roof, you buy yourself a little more time to shoot at the Reapers and Hell Reapers. They need to jump down from the cliff, run to the house, and then leap onto the roof. Being on the roof also gives you a better view of the area.



A dozen Reapers jump down from the cliffs and rush the house, attacking in waves of four. After this group is defeated, Hell Reapers appear and supplement the Reaper rush. The first few waves contain two Hell Reapers and a Reaper.



After these are dispatched, the next waves consist solely of Hell Reapers. You have to kill nearly two dozen Reapers and over a dozen Hell Reapers in all.

After the final Hell Reaper dies, two Banshees and an Oozer appear. Jump down from the roof so that the Banshees have a harder time hitting you. Concentrate first on the Oozer, firing a dozen Crossbow bolts into it. Hurl Dynamite at it as well. The overwhelming firepower should destroy it quickly.

Now turn to the Banshees. If they are far away, pump them full of Crossbow bolts. If they are close or next to friendly Regulators, switch to a different weapon. Melee attacks work well against close-up Banshees, and a headshot from a Carbine instantly kills them.

When the last of the Banshees falls, the level ends.

MISSION

10

INVASION

WAKING NIGHTMARE

INITIAL OBJECTIVE:

Lazarus' curse has raised the dead all across the West. A peaceful Indian tribe is under siege by their ancestors. Here's a chance to clean up some of the mess you've made.



CHOOSE YOUR WEAPON



BEFORE EMBARKING ON THIS MISSION FROM THE CITADEL, CHOOSE ONE OF THREE WEAPONS TO START WITH. YOU CAN HAVE THE CROSSBOW, DUAL PISTOLS, OR SHOTGUN. BECAUSE THE BRAVES IN THIS MISSION ARE SO STRONG, THE SHOTGUN IS A GOOD CHOICE.



You start this level in a tunnel. Three Braves appear ahead of you, and a barrel of explosives lies next to them. Shoot the barrel to create an explosion, then use your Shotgun and melee attacks to kill any Braves that survive the blast.

BRAVES



BRAVES ARE TOUGH ENEMIES ON PAR WITH VIPERS AND BANDITOS IN TERMS OF POWER. THEY CAN ATTACK FROM RANGE WITH THEIR TOMAHAWKS AND BOWS, OR CLOSE IN FOR STRONG MELEE STRIKES. THEY CAN ALSO WITHSTAND SEVERAL MELEE HITS AND GUN SHOTS.

Move forward. A fourth Brave leaps out and attacks you. To your left is another tunnel, but for now, proceed forward.

Up ahead there is some scaffolding and a Brave lurking within it. You can shoot the barrel on top of the scaffold to destroy it and the Brave standing within it.

Another Tainted Victim lies just past the scaffolding. After you release the victim, return to the left-branching tunnel. Head down this tunnel. A lone Brave attacks when you near the end of it. After you kill him, two more Braves leap up and attack. Kill them and drop down to the passage below.

Two Braves and an Oozer lie in wait here. Use your Vampire Powers to help you at this point. This fight can be quite difficult due to the close quarters and the enemies' toughness.

Silver Bullet and Blood Frenzy are particularly helpful in this combat. Use your Shotgun at close range to kill them quickly, and try for headshots to get the maximum effect.



Before heading down the path, pick up the Carbine behind you and move forward. Two Braves lie in wait atop a ledge ahead of you and you can safely take them out from range with the Carbine.

Remember to use Blood Vision to your advantage. It zooms in your view and makes your targets easier to hit. After killing the Braves, continue forward along the path.



CARBINE AMMO

There are two Carbines on the ledge where the Braves stood. You can get up there by using your Vampire Jump to propel yourself onto the scaffolding, then jump again to land on the ledge.

As the path curves left, Cassidy warns you to look out for Keggers. They won't show until you move forward further ahead. To your right, on top of some scaffolding, is an explosive barrel. When you move forward, the first two Keggers appear and charge you.

Backtrack to where Cassidy first gave her warning. As the two Keggers show themselves, shoot the explosive Barrel on the scaffolding. The resulting explosion kills both Keggers. Continue walking forward until the next two Keggers appear. Back up while firing at their barrels to kill them outright.



The path continues to curve left. Soon, Cassidy warns you to look out as an explosive barrel comes flying from the left side. Back away from the explosion and kill the Brave that leaps down after it.

Another Brave pops out ahead of you and rains arrows down on your position. You can deal with him by destroying the explosive barrel that is next to him, or take him out with a few well placed shots.



The path continues to curve to the left and there are two more Braves ahead of you. One is on top of some scaffolding on the left wall, and the other is several steps behind it on the ground. Two more Braves burst out of the ground next to the scaffolding and rush you. Nearby, and against the right wall, is another TNT barrel. Shoot it to destroy all four in the resulting fireball.



When you continue ahead four more Braves confront you. Two stay back and shoot, while the other two charge into close range with you. Use your Carbine and Blood Vision to kill them with headshots from long range. If the two charging ones get close, engage them in melee or switch to your Shotgun.

The path now ends in a steep drop. Grab the Dynamite and the extra Shotgun ammo (that are propped up against the wall to your right) and drop down into the tunnel below.

As soon as you jump down, an Oozer erupts from the ground ahead of you. Throw some Dynamite at its feet and switch to your Shotgun as it closes with you. Aim for its head and, once it dies, continue down the passage to the next part of the level.



The next part of the level begins at the entrance to an Indian village. An innocent victim of Lazarus stumbles towards you. Once again, you are faced with a moral choice. Do you save this woman, or murder her? You gain many bonus good or evil points from the decision, enough to probably gain a new Vampire Power.

After your choice, the woman disappears and two Braves attack you. One is on the ground in front of you and the other is on the roof of a building to your right. Kill the one in front of you first, then turn your attention to the one on the building.

After they are dealt with, move down the path to where two more Braves are chasing some innocent people. Kill them, then scan the top of the large building in front of you. A Brave is shooting arrows down from his position atop the building. Deal with this threat, then turn around and grab the Splitter Grenades* behind you.

Now, walk past the building. As the path turns to the left, you see two Braves. Continue left and down the path to reach several Indian houses in a ravine. Various weapons, Dynamite, and grenades lie on the ground and on top of the buildings in the ravine. A Tainted Victim also sits on top of a building on the left wall.

Don't linger at the beginning of the area, since Braves continue to respawn if you do so. Walk ahead to the gate at the end of the ravine. Along the way, a dozen Braves burst from the ground at various points and attack you. These attacks come in waves of three or four. At the end of the ravine, more Braves appear and attack.

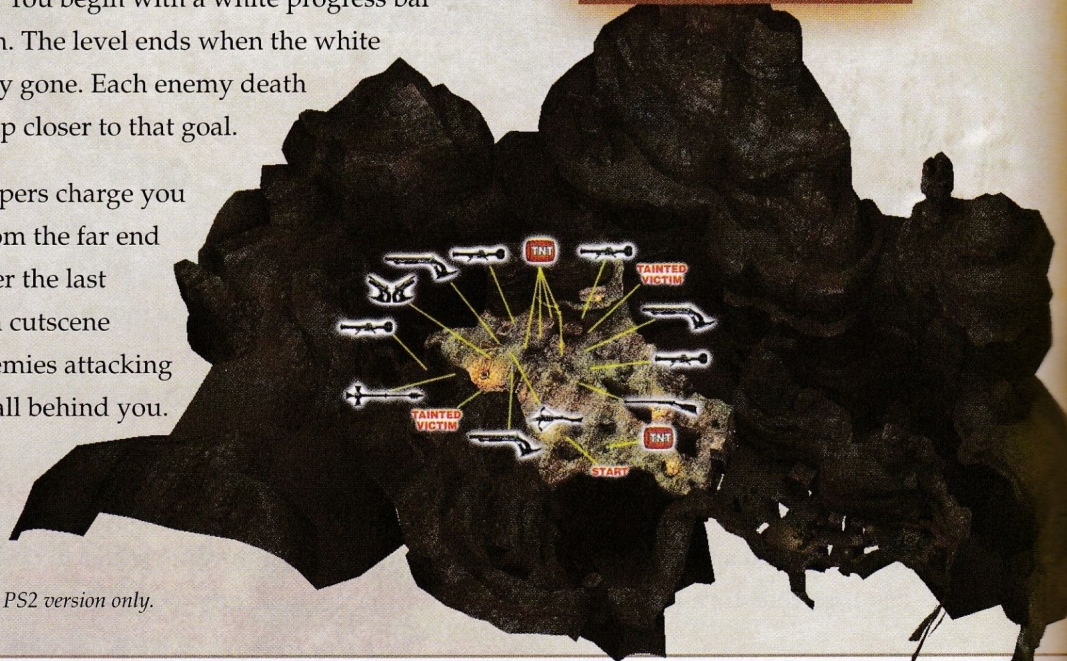
After you kill all remaining Braves, a Mark of Evil appears nearby.

Many Braves burst from the ground to defend the Mark. Ignore them and concentrate your fire on the Mark of Evil. Use a strong close-range weapon, such as the Shotgun and focus fire on it. When it is destroyed, the Braves die and the gate opens. Step through it to enter the next area.

You start this level in a large open area with your back against a cliff wall that has several Indian houses built into it. Lying all about this level are many Carbines, Shotguns, Rail Rockets, Redeemers, and Dual Pistols.

This level is basically a gauntlet of enemies that come after you relentlessly. You begin with a white progress bar atop your screen. The level ends when the white bar is completely gone. Each enemy death gets you one step closer to that goal.

Initially, nine Vipers charge you one at a time from the far end of this area. After the last Viper is killed, a cutscene shows more enemies attacking from the cliff wall behind you.



* Splitter Grenades in PS2 version only.



USING THE CLIFF WALL

Standing on top of the cliff wall puts more space between you and the initial wave of Vipers. You can get up to the top of it in two ways. You can enter the Indian houses behind you and run up the stairs, or you can enter the cave opening to your left. It leads up into a cave exit with a view of the cliff wall. From here, you can use your Vampire Jump to vault onto the cliff.



Duck into an Indian house once the Banshees and Vipers attack you. This makes you less vulnerable to Banshee attacks and forces the enemy to come to you via the doors, which are easy to cover with fire. However, this also means that you won't be able to shoot at the Vipers until they are close. Be sure you are armed with a Shotgun. This is your best short-range weapon and necessary for killing the Vipers.



EXPLOSIVE HELP

Use the barrels to your advantage. Maneuver to put them between you and the hordes of enemies headed in your direction. Then, blast away at the barrels to destroy as many as you can with the explosion.



Use melee attacks and Shotgun blasts in concert to kill the Vipers. If the Banshees fly into the house to engage you, use the same tactics. Otherwise, shoot them with the Crossbow. When all the Banshees and Vipers are defeated, the final wave of enemies appears. A dozen Braves now erupt from the ground in front of the Indian houses.



VAMPIRE POWERS TO THE RESCUE

This level is extremely difficult. The enemies you fight are among the toughest in the game, and they come in tremendous numbers. Use the Silver Bullet power to supercharge your bullets, so you can kill Vipers and Braves in one or two shots. Or, you can use Blood Frenzy to give you limited invulnerability. If you have access to Vindication or Soul Stealer you should use these powers instead, as they instantly kill enemies and give you Blood Clouds to refill your Vampire Powers.

When the last of the Braves dies, the mission ends in success. This particular level is quite difficult, so you may need to replay it several times. Take each session as an opportunity to familiarize yourself with the layout of the area and placement of weapons and explosive barrels. Also, make frequent use of your Vampire Powers. They can save you in critical situations.

MISSION



THE DEADLIGHT PRISM

NO PLACE TO HIDE

INITIAL OBJECTIVE:

Lazarus' minions slaughtered a wagon train transporting the Deadlight Prism—an artifact that lets vampires walk in daylight. Fight your way through the canyons and get the Prism.



CHOOSE YOUR WEAPON



BEFORE EMBARKING ON THIS MISSION FROM THE CITADEL, CHOOSE ONE OF THREE WEAPONS TO START WITH: THE DUAL PISTOLS, CARBINE, OR SHOTGUN. THERE ARE MANY SHOTGUNS AT THE BEGINNING OF THE LEVEL, SO IT IS A GOOD IDEA TO GRAB THE CARBINE FOR ITS LONG-RANGE CAPABILITIES.

You start this level in an open passage under the daylight sun. Because of the sunlight, you are without your Vampire Shield, your Blood Vision, and you don't have access to any of your other Vampire Powers.

You are joined by two Darkwatch Regulators at this point. Four Braves attack, but you can shoot the barrels ahead of you to create an explosion. Kill any survivors with your weapon.

Now, run under the bridge just ahead of you. While you are in the shadow of the bridge, you regain all your vampire abilities.

Eight more Braves appear and attack. After killing all of them, a Banshee and three more Braves join the fray. Once they are killed, a previously barred way out of this area is revealed. Follow the new Darkwatch Regulator, Agent Jared, to the next part of the level.

Follow the Regulators down the path. You are still under the sunlight, so you still don't have access to your Vampire Powers. Follow to the edge of the path and grab the Range Rifle in front of you. A short cutscene shows several bow-wielding Braves guarding the door at the far end of the ravine.



There are three Braves in total to kill. Shoot the first one that you can see, then drop into the ravine. Use the rocks and pillars for cover while you kill the second-closest one.

Now, walk forward, grab the Dynamite in front of you, and kill the final Brave at the far end. He is standing on the tower. When this last Brave dies, the Regulators move up. Follow behind them.

A Mark of Evil now erupts from the ground. It spawns many Braves that charge at you and the Regulators. Fall back and let the Regulators take the brunt of the Brave assault. Use your Range Rifle and Dynamite to destroy the Mark from a distance. If any Braves get close, kill them with a melee attack.

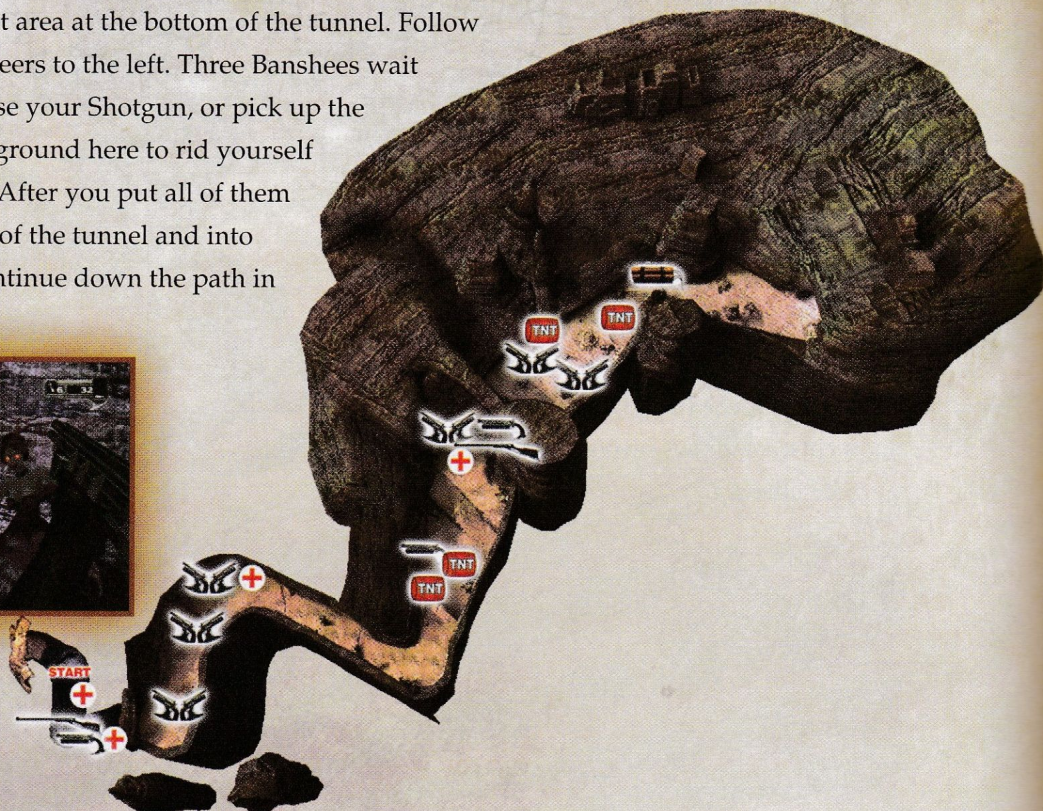


BLOOD CANTEENS

Without your Vampire Shield, you are highly vulnerable. Use the Blood Canteens close to you to replenish your health when you are wounded. There are also more Blood Canteens as you move deeper into the ravine.

After destroying the Mark, run to the Regulators. They are standing over a drop into another passageway. Jump down to begin the next area.

You start the next area at the bottom of the tunnel. Follow the tunnel as it veers to the left. Three Banshees wait here to attack. Use your Shotgun, or pick up the Carbines on the ground here to rid yourself of the Banshees. After you put all of them to rest, walk out of the tunnel and into the daylight. Continue down the path in front of you.



As the path veers right, four Braves jump out of the ground ahead. Use the shadows here (where the path turns right) to your advantage. Fight from this position to replenish your Vampire Shields. Three of the Braves rush you, while another stays behind to shoot you with arrows. Throw Dynamite at them to knock down as many as you can and if they get close, use your Shotgun and melee attacks.



For the one Brave that is attacking with his bow, use blood vision and your Carbine to kill him from range. Now, a fifth and final Brave appears and attacks with a bow. Kill it and proceed ahead. After this point, the path turns left and drops down.

There is a shadowy alcove on the left. Jump down and duck under the alcove. Suddenly, a wall of flame appears on your left and Braves attack you from the left and right.



In total, thirteen Braves charge at you. Be sure to stay in the cove to benefit from your Vampire Shield, and use your Shotgun and Vampire Powers to survive.

When the last Brave is dead, the wall of flame disappears and you can continue along the path. A few overturned wagons lie ahead with vital supplies, various guns, Dynamite, and a Blood Canteen nearby.

When you move forward from this position, several Braves burst from the ground and charge. The area to the left of the wagons is shrouded in shadow, so this is your best position to stand and fight.

After you kill four Braves, walk forward a little. More Braves spawn and attack. As they approach, move back into the shadows to fight.

When these four die, walk forward a little further to trigger five more Braves. Back up again into the shadows and continue the battle.

Move along where the path turns right. Three more Braves hide behind some pillars up ahead. Hug the left wall to stay in the shadows, then use your Dynamite and Carbine to kill the Braves from where you stand.

Now run down to the tunnel at the end of the ravine. As you enter, two Banshees fly out to meet you. Kill them and walk forward.

You begin this part of the level in another ravine. Two Darkwatch Regulators are fighting some Braves and one falls. You now have another moral choice before you. Do you grant the agent a merciful death, or feast on him? Either choice gives you a lot of points for good or evil. However, choosing the evil path turns the surviving Regulator against you. Take cover!





DABBLE IN GOOD OR EVIL

By this stage of the game, if you already have all four good or evil powers, choose the path you haven't taken. You'll get enough points to combine with later Tainted Victims to get a power from the other side.

Two Braves rush out from behind the pillars to attack you. Kill them, then turn around and walk into the tunnel behind you. There is a Tainted Victim, some Dynamite, and a Carbine here. Release the victim and turn around to walk down the path.

Soon, Reapers jump down from the cliffs on either side of you. After you dispatch all four of them, continue forward until you reach the burning wagon that lies ahead.

Next to it is a bow-wielding Brave. Kill it and walk on. Two more Braves rush forward and attack while a Reaper appears behind you. Kill them all and walk cautiously forward.

Another Brave begins sniping at you behind the cover of rocks

Kill the Brave and run forward. Hop onto the short ledge on the right wall. When you pick up the Range Rifle here three Reapers burst from the ground and rush you. Shoot the barrel of TNT in front of you, kill any surviving Reapers, and walk forward. A Brave now appears behind you while two Keggers approach from ahead.

On the ledge to your left is a Tainted Victim. Run up the ramp to this ledge and continue down the path. On the ground ahead is a Range Rifle. Pick it up and remove the two Braves that have you targeted with their bows from far off perches. Kill them with the Range Rifle and keep walking.





MORE TAINTED VICTIMS

There are more Tainted Victims along the path. Refer to the map for their locations. You can reach them by jumping onto ledges or by walking up the ramps.

As the path elevates, two Reapers and two Braves rush you. Cassidy tells you that she hears fighting up ahead. Kill the enemies and proceed forward. Along the path, you face two Braves that attack you in melee, followed by two that shoot from range. Kill them and continue.

Six Reapers now leap down from the cliffs and rush you. Kill them and take a moment to explore this area, which has many weapons, Dynamite, Blood Canteens, and a Tainted Victim.

Now walk ahead. Two Braves attack, and they are followed by a Reaper. After you remove this threat, continue on the path, which veers left and then turns right.

As you reach the end, a Mark of Evil rises from the ground, spawning Keggers and Reapers. Hurl all your Dynamite at the Mark, then back away to take down the Keggers.

When the Mark is destroyed, walk to the end of the path. You see a boarded up tunnel directly above where the Mark of Evil stood. Shoot the wood planks and step inside.



You now stand on a ledge overlooking a ravine. Grab the Range Rifle in front of you. Down below are several Braves that you can pick off from long range.

Drop down into the ravine and walk forward. A cutscene shows the Deadlight Prism straight ahead. Cassidy tells you that it restores your Vampire Powers.

Run forward and hop onto the short ledge to your right. The Deadlight Prism is directly in front of you, and a turret stands next to it. Several Braves guard the Prism, so rush up next to it to restore your Vampire Shield.

After you kill the four Braves around the Prism, hop onto the turret. A wave of Braves now erupts from the ground on the other side of the ravine. A total of Nine Braves move in to attack you. The overturned wagons in front of you provide them some cover, so shoot what you can while they are far away.

Some attack from directly ahead of you while others attack from the right. Sweep your turret side to side to catch all of them.



TURRET TIPS

Keep your finger on the trigger because the turret has unlimited ammo. However, while you are on the turret you cannot use your Blood Vision or your Vampire Powers.

After the Braves die, a wave of Keggers rush you. They come from the right side of the ravine. Keep your turret trained on the right ramp. After the Keggers fall, more Braves attack from the front and right.

After these Braves die, the wall on the far side of the ravine blows open and more Braves and Keggers make a frontal assault on the turret. Keep your turret leveled straight ahead and kill the undead swarms.

When the last one dies, hop off the turret and walk through the exposed tunnel.



BLOOD CLOUDS

Blood Clouds do not float to you while you sit in the turret. If enemy attacks reduce your health, hop off of it, grab some Blood Clouds, and hop back onto the turret. However, it is only wise to do this during lulls in the action.

MISSION

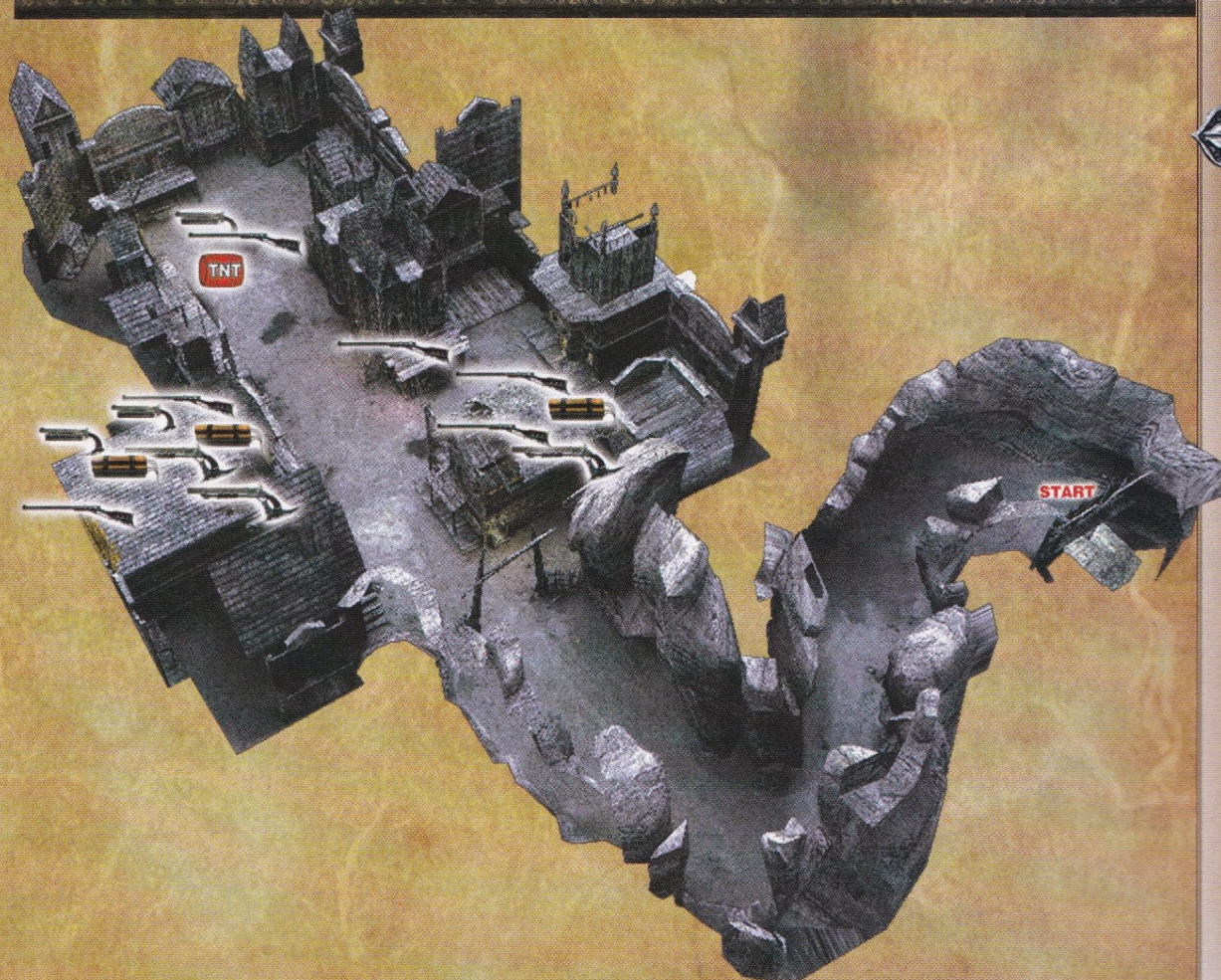
12

HANGTOWN:

WHERE IT ALL GOES WRONG

INITIAL OBJECTIVE:

Hangtown has been corrupted by the undead. Tala's idea of saving the town is to destroy it. Innocent folk are caught in the crossfire. Cartwright isn't going to be happy about this.



MISSIONS

12

CHOOSE YOUR WEAPON



BEFORE EMBARKING ON THIS MISSION FROM THE CITADEL, CHOOSE ONE OF THREE WEAPONS TO START WITH. YOU CAN HAVE THE SHOTGUN, CARBINE, OR RANGE RIFLE. GRAB THE RANGE RIFLE. IT IS USEFUL AGAINST THE RIFLEMEN YOU FACE IN THIS MISSION.

With your three previous missions completed, Tala drags you into a final, fateful mission. Your first objective is to make your way to Hangtown and find Tala.



Walk down the passage. When you reach the Darkwatch Regulator, a cutscene plays. It shows the Regulators killing townsfolk in cold blood. After the cutscene, the Regulators tell you to head into town.

Head through the town gate and into the first building on your right. The Sergeant tells you to round up some Regulators and outfit yourself for a mission.

Head back to the town's street. Go into the alley located behind the first building on your left. A townspeople is hiding here. Don't kill him. Leave the alleyway. A Regulator runs up to you and asks if you found anything. It is up to you to decide if the townspeople's location is worth hiding. Unfortunately, you don't receive any good or evil points for your decision.



Go into the second building on the left. This is the jailhouse. There are loads of weapons on the second floor but no stairs. Double jump to reach the floor and grab any weapons you need.

Now head back onto the street and meet the two Regulators. If you are ready, click the "Yes" option and move forward.



When you reach the end of the street, Vipers and Riflemen spawn and begin attacking. The initial wave consists of three Vipers and two Riflemen. One Rifleman is located at ground level behind a wagon, while the other is on the balcony to the right.

Use your Vindicator or Soul Stealer Vampire Power to kill as many as you can. Let the Regulators tie up any remaining Vipers as you kill the surviving Riflemen with your Range Rifle or Carbine. Use the Shotgun and melee attacks on any Vipers that get too close.

After these enemies die, more Vipers appear and two more Riflemen spawn in. One Rifleman is on the balcony to your left. The other is on the roof to your right.

After you kill the remaining Vipers and Riflemen, a cutscene reveals that the town has been ambushed. More undead have overtaken the jailhouse and mortician's office.



Turn around to find a number of Vipers and Riflemen attempting to sneak up on you. Two Vipers are on the ground. Two Riflemen are on the balconies to your left and right. If you have Vindicator or Soul Stealer available, use them. The Vampire Power should kill the two Vipers and two closest Riflemen.

Quickly move behind the corner of a building to find cover against the Riflemen fire. There are two more Riflemen on the second floor of the mortician's office. Cautiously inch forward and use your Range Rifle to kill them. Use the lean ability to get a good shot while exposing as little of your body as possible.

Now walk down the street toward the mortician's office. At the intersection, turn left to face the hotel. Peer around the corner. There are three Riflemen on the balconies in front of you. Two are on the hotel, while the third is on the roof of the building to your left.



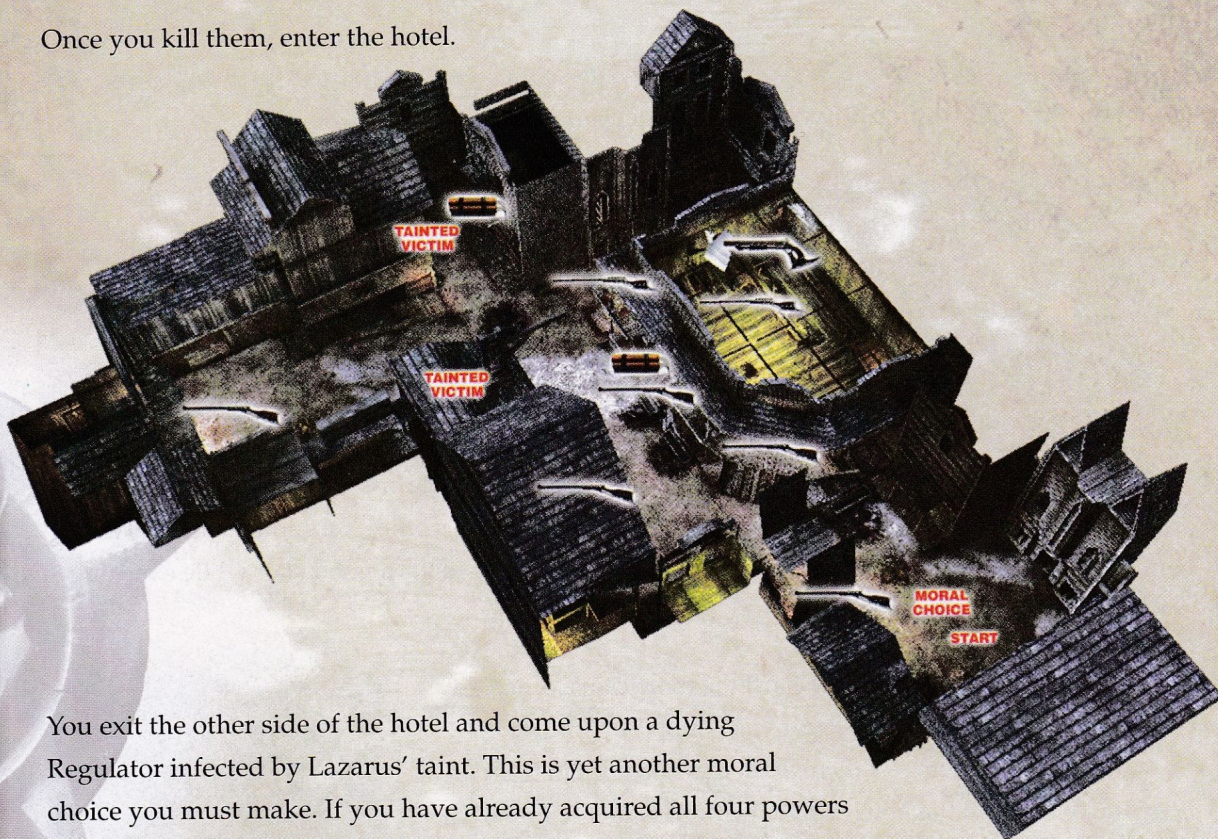
OUT OF SNIPER AMMO?

If you don't have any Range Rifle ammo, quickly Vampire Jump onto the second floor of the mortician's office and grab the Carbines. This gives you long-range capabilities. Once inside the mortician's office, fight off the incoming Vipers and then kill the Riflemen before heading into the hotel.

As you approach the hotel, six Vipers spawn and attack in waves of two. Use your Shotgun and melee attacks to kill them. If you need more Shotgun ammo, return to the jailhouse or mortician's office.

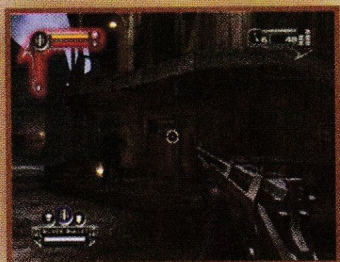
Once the Viper and Riflemen are dead, the hotel rocks with a sudden explosion. More enemies pour forth to attack. Two Vipers break through the windows as two Riflemen appear on the hotel balcony.

Once you kill them, enter the hotel.



You exit the other side of the hotel and come upon a dying Regulator infected by Lazarus' taint. This is yet another moral choice you must make. If you have already acquired all four powers for one side, choose the other. This will give you access to a new power.

Walk into the saloon in front of you.



Once you enter, the undead hordes begin their approach to the saloon. The first wave attacks from the right. Keggers and Banditos rush into the saloon. Pick up the near by Carbine, located within the saloon, and shoot down the Keggers. Time your shots so the explosions also hit the Banditos. Use your Shotgun and melee attacks on any surviving Banditos.

Once the Banditos and Keggers fall, Riflemen snipers appear. They spawn in on the balconies of the buildings to the right and left of the saloon. Banditos also continue to attack.





After the last of the Riflemen die, another set of enemies moves in. This time, they attack from the left. Four Banditos crawl out of the earth and lumber toward you. Three Riflemen also perch on the roof to snipe you.

If you have a Vampire Power available, use it. Once these enemies are dead, two Keggers burst from the ground on the left. Back up and shoot them with your Carbine.

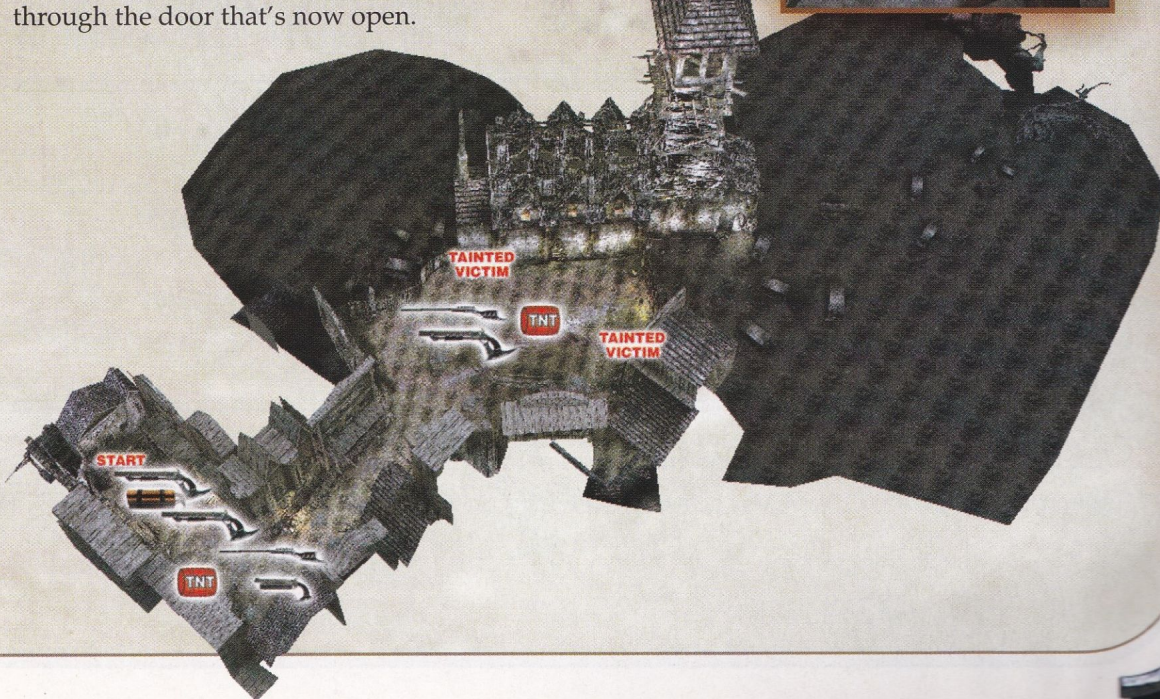
With the Keggers gone, the barn directly across from the saloon shakes with dark energy as a Mark of Evil erupts from within.

The Mark of Evil spews forth Riflemen and Keggers. Several run straight into the saloon. Back up into the saloon and shoot them down quickly. When you detect a lull in attacks, rush toward the door. Throw several Dynamite sticks into the barn.

The Mark is near the door and thus vulnerable to the resulting explosions. Back up again if you see more Keggers coming toward you. Repeat until the Mark is destroyed. Three to four Dynamite sticks should suffice.

When the first Mark explodes, a second one appears on the right. It also spawns Keggers and Riflemen. Go up the stairs to the second floor of the saloon and run onto the balcony facing the right side. Fire your Carbine and throw Dynamite sticks at the Mark. Do this fast enough, and you won't have to fight any Keggers.

With the Mark destroyed, jump down and walk through the door that's now open.



Tala waits for you on the other side of the door. She runs off and tells you to meet her in the church. Start walking down the street.

Two Oozers suddenly appear on the left. Hurl your Dynamite at them and keep shooting with your Shotgun. After killing them, follow the street as it turns left. Up ahead are several Riflemen. Some are hiding in the church windows while others are on the ground. Shoot them as you walk up the street.



When you reach the area in front of the church, Cassidy warns you that snipers have appeared behind you. Duck behind the overturned wagon and turn around. A Rifleman is now perched on the balcony in the distance. Shoot the Rifleman and then turn towards the church. Two more Riflemen appear. Quickly run up to the closest Rifleman and kill it with a melee attack, then shoot the second. A third Rifleman now erupts from the ground. Kill it as well.

Three Vipers burst from the ground one at a time. Kill them with your Shotgun and melee attacks. Use Blood Frenzy or Silver Bullet to make short work of them. Once these three Vipers die, more spawn in.

Three more Vipers appear in quick succession, followed by two more Vipers and two Riflemen on the rooftop of the building across from the church.



USE VAMPIRE POWERS

Vipers are tough. Use Vampire Powers to even the odds. If more than one Viper is attacking, Soul Stealer and Vindicator work best. Otherwise, use Blood Frenzy or Silver Bullet for a persistent advantage. Remember to use your Vampire Powers as soon as you accumulate the necessary Blood Clouds.

After the final enemy falls, the level ends. You are now treated to a cutscene showing Tala's attempt at seduction. It appears she's been playing you and the Darkwatch all along.

MISSION



THE MORNING AFTER:

THE PRICE OF PASSION

INITIAL OBJECTIVE:

Joining the Darkwatch isn't all it's cracked up to be. Cartwright's ready to kill you and you're no closer to Lazarus. Unfortunately, it's about to get worse.



Tala's ambition has finally been revealed. She not only tricked you into giving her Vampire Powers, but brought Lazarus into the Darkwatch Citadel.

You awaken in your quarters. Grab the Redeemer and Shotgun in front of you before heading out.

Walk down the hall and through the door into the large room. You see several Darkwatch Regulators fighting Vipers. Help out, but make sure to stay close to the Regulators; their firepower

helps out tremendously against the tough Vipers. After you clear the room of Vipers, you see a short cutscene that reveals more Vipers fighting their way to the Ghost Door.

Walk down the path and enter the door on your right. This is the room where you received your missions. One Viper is waiting to attack you. Kill it and head through the door out of this room before continuing down the hallway.



Two more Vipers attack you. Deal with them and continue through the door on your right. Walk down the hall and through the door next to the Ghost Door.

A brief cutscene plays. You see Tala at the Ghost Door. She kills several Darkwatch Regulators and escapes.



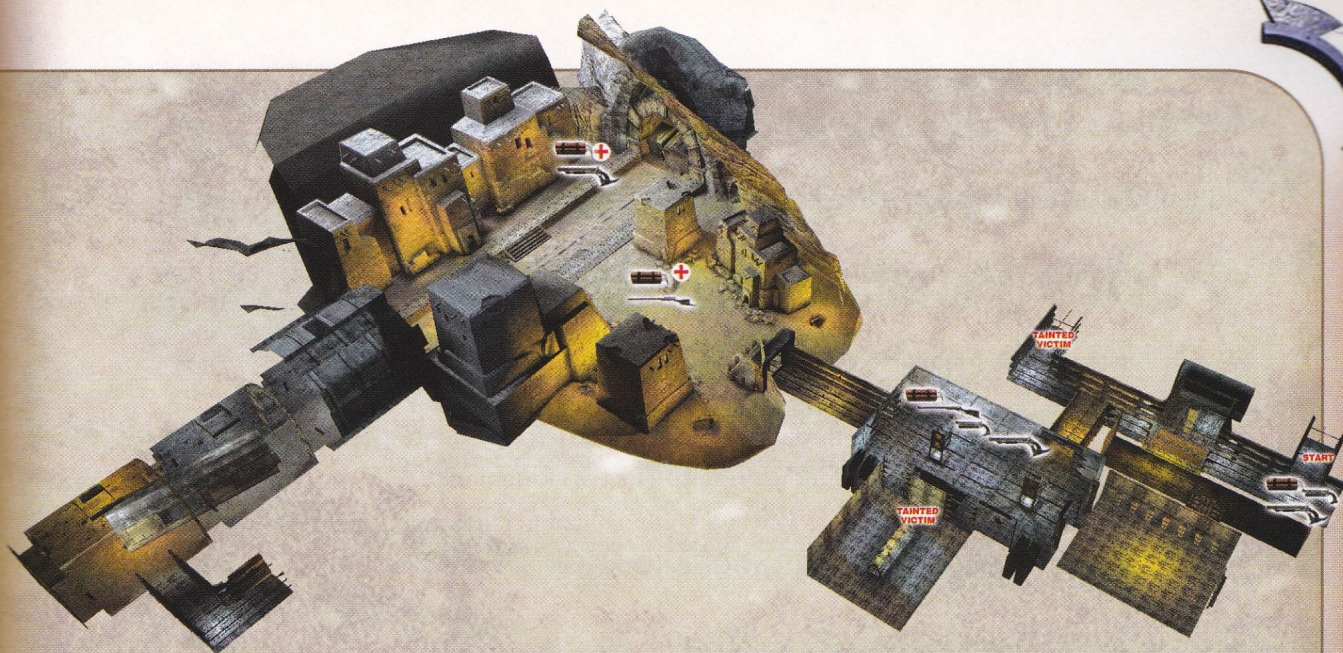
After she escapes, Vipers come pouring through the Ghost Door. You need to leave the room, but first, you must kill the Vipers. Two Regulators survived Tala's attack and are still with you. Five Vipers tear through the door. After you kill them, the door leading back out of the room re-opens. Backtrack the way you came.

You soon see a Darkwatch Regulator. Follow him as he leads you through the Citadel. Return to the large room. A brief cutscene reveals a brand new enemy: a Hell Viper.

Use your Silver Bullet or Blood Frenzy power to kill the Hell Viper and normal Reaper that attack you. Once done, enter through the door they came from.

Head down the hallway and turn right. As you walk forward, the left wall explodes and two Corrupted Regulators attack you. Continue down the hallway. Two Riflemen leap out from the right. Rush up and kill them. Pick up the Range Rifles they leave behind.





Head down the hall that the Corrupted Regulators came through. Before you can reach the room at the end of this short hall, an explosion rocks the Citadel. Two more Corrupted Regulators appear and begin attacking. Several Riflemen also appear, shooting at you with Range Rifles. Toss some Dynamite their way and then attack with your guns.

Enter the room. To the right are several Riflemen and a few more Corrupted Regulators. Use your Vampire Powers to make short work of them.

With the last of your enemies dead, continue walking to the right and go through the door. At the end of the hallway is another door. This one opens out into an expansive courtyard.



Step into the courtyard to draw out the enemies, and then walk back into the hallway. Let the Corrupted Regulators come to you. Pick them off as they walk through the door.

When the Corrupted Regulators stop coming, step outside. Three Riflemen shoot at you. One is on the roof of a building to your right and two are on the ground. Use your Range Rifle to kill them.



ARMOR YOURSELF

When trying to get a bead on a sniping Rifleman, use your Mystic Shield or Black Shroud Vampire Power. This lets you withstand their firing while you focus in for the kill.

Run deep into the courtyard. Cassidy warns you that more Riflemen have appeared. They are on the rooftops of the buildings ahead of you. Duck into the alley to your left.

Use the lean ability to peer out from behind the corner of the alley and shoot the Riflemen with your Range Rifle. There are four Riflemen here to kill.



Walk to the train tracks. They lead through a tunnel to the left. Suddenly, two Riflemen and two Corrupted Regulators burst from the ground. The two Riflemen flank the tunnel while the two Corrupted Regulators walk toward you, guns blazing. Duck back into the alley and wait for the Corrupted Regulators to approach. After killing all four, follow the tracks into the tunnel.

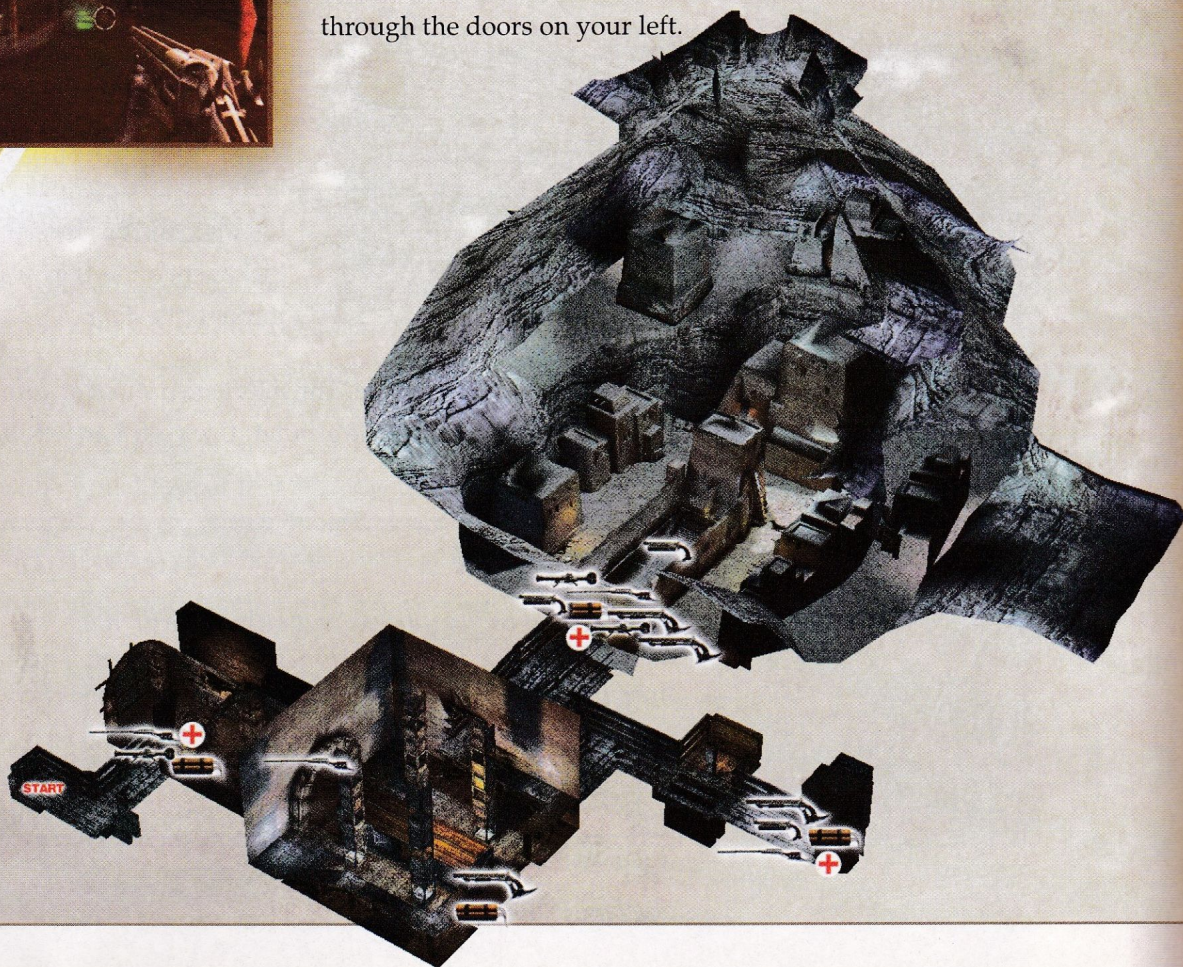


An abandoned train car lies inside the tunnel. Two Riflemen perch atop it, while two Corrupted Regulators stand on the ground shooting at you. Find cover and return fire.

Walk up to the train. As you approach, the train door bursts open to reveal more Corrupted Regulators. Duck behind the overturned carts for cover. Kill them and continue past the train.



Two Corrupted Regulators burst from the ground and attack. Behind them are two more Riflemen. Kill them and go through the doors on your left.





Walk through the door and onto another set of tracks. Turn to your right. Two Corrupted Regulators are shooting at you. Kill them quickly and then back up. A wave of Keggers rush you from the flames ahead.

Shoot the Keggers from while keeping a safe distance. Two more Corrupted Regulators appear at the far end of the tunnel. Kill them and walk forward. The tracks empty into a large station.



Inside are two Riflemen. They appear either at eye level on the left and right or on top of the train inside the station. After you kill them, two more Riflemen appear higher up on the left and right. Almost immediately after their death, another two Riflemen appear on the tall towers in the station. Kill these two and then head into the station.

Take the ramp on your right. Go up and jump left onto the train. Jump again to the ledge and go through the doors.



The short hallway opens into another open-air room. Various weapons are stacked on the wall in front of you. Grab the Rail Rocket and move to your left. An Oozer bursts out of the ground. Pump it full of rockets and then switch back to the Range Rifle.



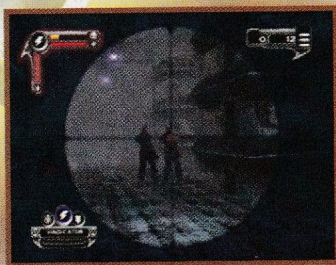
As you walk forward, a sudden explosion sends a Darkwatch Regulator hurtling across the room. At the far end of the path, two Riflemen emerge from the ground. Two Corrupted Regulators also appear at the midway point and begin walking towards you. Kill them and pick off the Riflemen with your Range Rifle.



Oozer. Walk down the path. When you reach the end, turn right. Two more Keggers jump up from the ground and charge. Kill them and turn right again. Follow the flight of stairs that lead down to a door.

Three Riflemen spawn in front of you. Two flank the door while another is on the walls above the door. Toss some Dynamite at the two Riflemen and shoot the third. When they die, the door opens and two Corrupted Regulators step out. Kill them and run through the door.

Once inside, walk cautiously ahead. The hall turns left. Two Keggers run towards you from the end of the hall. Behind them are two Riflemen. Step forward a little. The right wall explodes and two Corrupted Regulators come forward. Shoot the first Kegger as it nears the Corrupted Regulators to take out all three with one shot. Then shoot the second kegger.



Duck back behind the wall and use your Range Rifle to kill the two Riflemen. Walk halfway down the hall. Another wave of enemies appear. Two Corrupted Regulators spawn in the alcove on your left and another Kegger appears at the other end of the hallway. Back up and time your sniper shot to hit the Kegger as he crosses the alcove. A second Kegger also rushes forward. Kill it and run down the hall.

A locked door is on your left. A Regulator will open it, but you have to cover him. Undead now appear behind you at the far end of the hall where you came from. Two Keggers rush forward, followed by two Corrupted Regulators. Behind them are two Riflemen. Use Vindicator or Soul Stealer to kill as many as you can. Eliminate any survivors by rushing up and attacking with your short-range weapon or melee attack. Run back to the locked door.



When they die, more Riflemen appear. Two show up at the far end of the path while a third appears on the rooftop of a tall building on your right. Kill them and run forward.

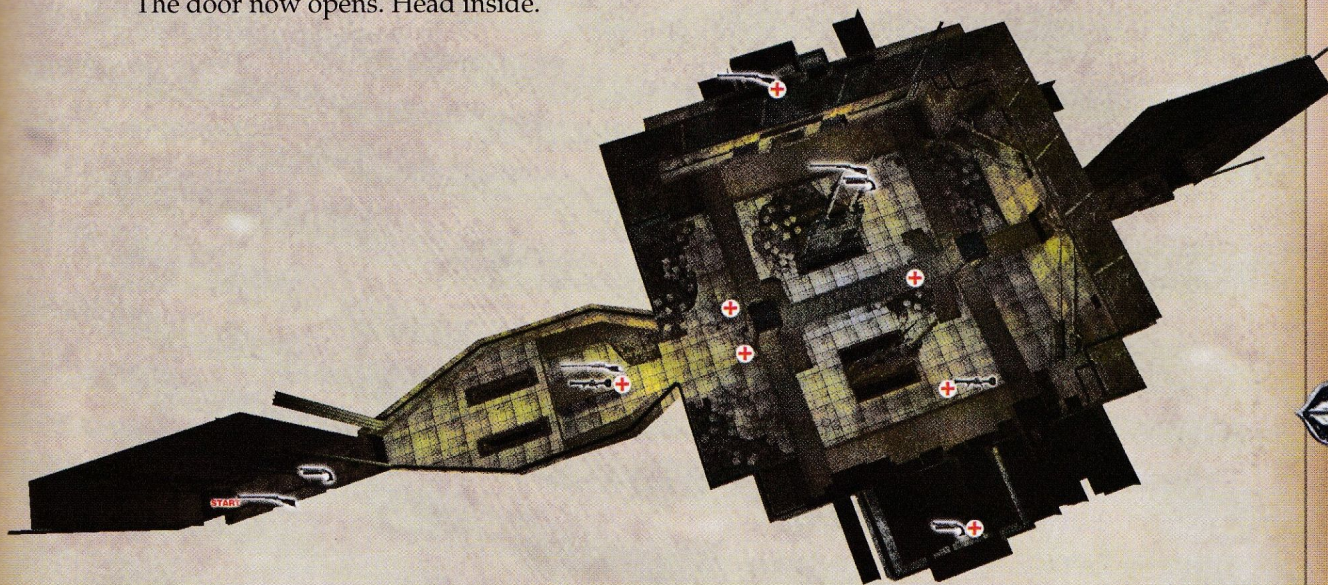
When you get close to the end of the path, another Oozer burst from the ground and two Keggers leap down from the wall ahead. Shoot the Keggers first. After they die, finish off the



An Oozer, two Corrupted Regulators, and a Kegger erupt from the end of the hall. Shoot the Kegger with your Range Rifle and hurl as much dynamite at the Oozer as you can. There is little room to maneuver in the cramped hallway so don't let it get close. Move around to avoid its acid bile and duck around the corner for cover. If any Corrupted Regulators make it to you, kill them with your short-range weapon and melee attacks. After you finish this wave, an identical second wave appears. Repeat the steps to defeat them. If your Dynamite runs out, use your Vampire Powers.



The door now opens. Head inside.

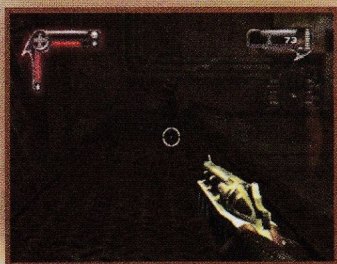


You enter into a large reactor room. Cassidy tells you to shut down the reactor by turning off the control switches in the two control rooms. Three Hell Reapers leap up from the ground. Kill them and move forward. Several Riflemen spawn on the towers and walkways in front of you. Kill them as well.

Banshees now appear near you. Kill any that get in your way. Rush into the reactor room as fast as you can. The doors to the two control rooms are on either side of the room. Run up the ramp in front of you and follow the path to the left control room. More Riflemen and Banshees spawn, so be careful.



The left wall explodes and a Hell Reaper leaps out. Duck into the door to your left. This is one of the control rooms. Kill any immediate threats and then walk up to the switch on the wall. Use it to shut down half of the reactor.



Now rush out of the control room and run across the walkway to the other side of the room. Shoot anything in front of you but don't stop to fight. Run into the second control room and flip the switch.

It's now time to get out of there. Run back out and walk along the walkway. Head to the right and through the opened door.

When the cutscene ends, you are in the treasure room and Lazarus is gone. Four Banditos are in the room. Two Darkwatch Regulators are here as well, but they don't help you much. Kill the first Bandito, and pick up its Shotgun. This is the best weapon for facing the rest of the Banditos.



When all four die, the true battle begins. First, a Banshee bursts out of the ground. Wave after wave of enemies crawl out of the ground and attack you.

The entire assault entails six Banditos, six Banshees, and two dozen Reapers. Stand with your back behind a wall to protect your hind side and keep moving so you don't get swarmed. Conserve your ammo for the Banditos and Banshees. Use melee attacks on the Reapers and aim for headshots when you shoot. After you successfully kill the last of the enemies, head through the door and onto the next level.



MISSION

14

SHOWDOWN

DESTINY REVEALED

INITIAL OBJECTIVE:

It's high noon in the ruins of the Darkwatch Citadel. Fight for your life...
Then decide what kind of man you are.



MISSIONS

14



You must now defeat Lazarus once and for all. He has transformed into a Hell Vampire and is incredibly powerful. This level is a boss fight on a small map. Lazarus fights in four stages.



Immediately Vampire Jump onto the rooftop to your right. Run ahead and grab the Shotgun. Vampire Jump from building to building, making sure to collect the Shotgun ammo on your way. Cassidy tells you to run to the gate.



When you reach the gate, you find that it's locked. Turn around and fight Lazarus. This is his first stage of attacks. He shoots a spread of fireballs at you. After several volleys of this, he shoots two homing fireballs at you.

When Lazarus fires his spread fireballs, don't back away from them. Move forward and run underneath them. Use the Shotgun at point blank range or use your Redeemer while fanning the hammer. When you hit him, he flies backwards. Keep pushing him back and duck under the spread fireballs. If he shoots the homing fireballs at you, shoot them down with your gun. Once you reduce his life to around 80 percent, you trigger his second stage.

In his second attack mode, Lazarus summons Reapers from the ground. He won't attack initially, so ignore him and kill the Reapers. They drop life and Blood Clouds when they die, so kill them to heal and power up. You need your Vampire Powers to defeat Lazarus at this stage. Don't fire at Lazarus during this time or he will begin to attack you. Once you have filled your blood bar, run around to replenish your ammo. During this stage, Lazarus uses the same spread and homing fireball attacks. The simultaneous Reaper assault creates a new threat.



Activate your Vampire Power and shoot down Lazarus. Blood Frenzy and Silver Bullet work best in this situation. If you use Blood Frenzy, you gain invulnerability. While invulnerable, keep shooting at Lazarus. Between shots and when reloading, kill surrounding Reapers with melee attacks. As you sense Blood Frenzy winding down, turn on the Reapers and kill them to replenish your powers. Re-activate Blood Frenzy and repeat the pattern.

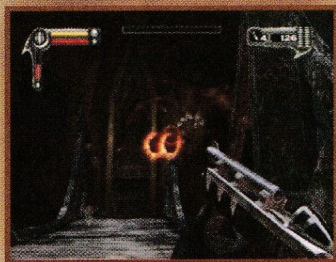


If you choose Silver Bullet, use the Redeemer and fan the hammer. Keep Lazarus under constant fire. When Reapers or homing fireballs get too close, shoot them down, and return your attention to Lazarus. Kill as many Reapers as you can while moving away from Lazarus. Replenish your blood bar and use Silver Bullet again. Once you reduce Lazarus' health bar to below 50 percent, he enters his third attack mode.

Lazarus now backs up to the gate and summons forth Hell Reapers. These ones are twice as hard to take down, but give you twice the Blood Clouds. Again, Lazarus won't attack for the first minute, so kill Hell Reapers to recharge your health and Vampire Powers. Repeat the same steps that helped you defeat Lazarus in his second attack mode. During this third stage, Lazarus continues to attack with fireballs, but also uses Blood Lightning. This curtain of red blood ripples towards you. It deals damage as it passes through you. Slip in between the gaps of the lightning and press your attack. When you reduce Lazarus to 25 percent health, he enters his final stage.



In the fourth stage, the gate to the bridge opens and both you and Lazarus appear on the bridge. One Hell Reaper also appears on the bridge. Another takes its place when you kill it, meaning you only have to fight one at a time in addition to Lazarus. Kill the Hell Reaper to recover health and energy as needed.



Lazarus flies from side to side over the bridge, so use the supports for cover. Move out and for a shot when Lazarus presents himself, keeping in mind the danger of his spread fireballs and Blood Lightning.



As Lazarus finally dies, he plummets onto the bridge. You now have the game's last moral choice before you. Do you kill Lazarus and break the vampire curse? Or do you succumb to evil and take Lazarus' power for your own?

Your choice determines the final boss fight. Choose good, and your final fight will be against Tala. Choose evil, and your final boss fight is Cassidy.

MISSION



THE RIGHT TRAIN

SEEMS LIKE OLD TIMES

INITIAL OBJECTIVE:

Lazarus is dead, but his plan is still in motion. You have to get to Deadfall, and the quickest way is to board a Darkwatch train. But you know it can't be that easy...



You begin this level riding behind a train. A Rifleman stands on the roof of the caboose. Shoot him down. You must kill all enemies on the train before you can board it.

As you move alongside the train, more Riflemen appear on the caboose. Then, additional ones burst from the roof of the next car over. Kill the Riflemen as they keep popping up. When the last one is dead, you get a message to board the train.



Make your way to the back of the last car. There is a ladder on the right side of it. As you approach it, an Undead Ryder bursts from the right. A Rifleman also appears inside the caboose and begins shooting at you. Kill them both. Use the "Interact" button to hop on the ladder and board the train.



Now, drop back down and walk to the next car. A bunk bed is to your right. Behind it, a Hell Reaper is feasting on a corpse. Kill it and move on. There is a Redeemer and a Range Rifle in this car as well. When you move forward, more Hell Reapers erupt from hiding and attack. Kill them and move onto the next car.



The next car is a stable car. Lying in one of the stables is a Shotgun and there is a hole in the roof at the end of the car. Two Hell Reapers burst from the ground here and attack. Kill them, jump up the hole, and walk on the roof of the train to the next car. Drop down into the hole in the middle of the next car.

Four Hell Reapers are feeding on corpses in this car. After you kill them, six more appear. Once these are dispatched, go through the door to the next car.

You are now on an open air car with crates in front of you. At the other end of the car are two Riflemen. Kill them. An Undead Ryder also appears on the right side of the train. Remove all of the current threats and walk to the next train car. It's an open air car with a turret. Hop on the turret and get ready for action!



The turret points at the car in front of you. Suddenly, Hell Reapers leap down from the roof of that car and charge you. Use the turret to kill them. While fighting this wave, Undead Ryders and Riflemen spawn in behind you. Kill them as well.



When the last of them is destroyed, the doors on the car in front of you explode. Keggers leap down from the roof and charge you, while Hell Reapers pour forth from within. Focus on the Keggers first. There isn't a lot of space between you and them. After the first waves of Keggers and Hell Reapers die, Riflemen spawn in on the roof of the car. More Keggers and Hell Reapers continue to charge forth. When the last of the enemies is obliterated, the mission ends.

MISSION

16

DEADFALL:

HELL ON EARTH

INITIAL OBJECTIVE:

The destruction you'll witness in Deadfall is just a taste of what Lazarus had planned for the west. Fight through the chaotic streets of Deadfall to reach the temple.



You've arrived in Deadfall. You start the level inside the train. Outside, you see Riflemen and Hell Reapers ready to wreak havoc. Stock up on ammo and Dynamite in the car. Also, grab the Dual Pistols for a good close-range weapon and the Carbine for long-range shooting.



Several Hell Reapers run up to your car and attack. If you have the Vindicator Vampire Power available, use it. You will quickly replenish the used blood power with the Blood Clouds left behind by the

dead Hell Reapers and Riflemen. If not, use your Blood Frenzy or shield powers to give you protection while you snipe at the far off Riflemen.

Jump out of the car and make your way under the train tracks. More Hell Reapers burst from the ground to attack. Use your Vampire Powers again here.

Head left down the path. A Darkwatch Regulator is manning a turret. As you approach, he dies in a great fireball. When you hop into the turret, hordes of Keggers and Hell Reapers leap from the ground in front of you. Focus on Keggers first and keep firing until the last ones are down. At the far end of the path are two Riflemen snipers in a cove. Kill them and then hop off the turret.

Run down the path. It turns right and ends at a building. But first, hop into the cove where the Riflemen were.

Turn around and fight the Hell Reapers. After killing the Hell Reapers, pick up the Range Rifles from the dead Riflemen. Turn towards the building at the end of the street and put the two Riflemen sniping from the building to rest.



Now walk to the building. The doors blow open and two Keggers rush you. Kill them and enter.





Walk down the alley in front of you. As you move along it, it empties into a larger street. A Rifleman sits atop a balcony in front of the alley. Destroy him, then step into the street. A Hell Reaper rushes you.

Kill it and head left down the street. Another Rifleman waits ahead of you. A new enemy is also here: a Hell Banshee. Use your Vampire Powers to kill her. Hell Banshees are much tougher and do more damage with their attacks.



After you kill the first Hell Banshee, another appears. Kill it and continue down the street. Up ahead, you will see another Hell Banshee and several more Rifleman. There are several Vampire Powers that can help you with this set of enemies. Vindicator works well against them, as does Blood Frenzy and Silver Bullet. However, Soul Stealer doesn't have the range to kill them if you don't use it up close.

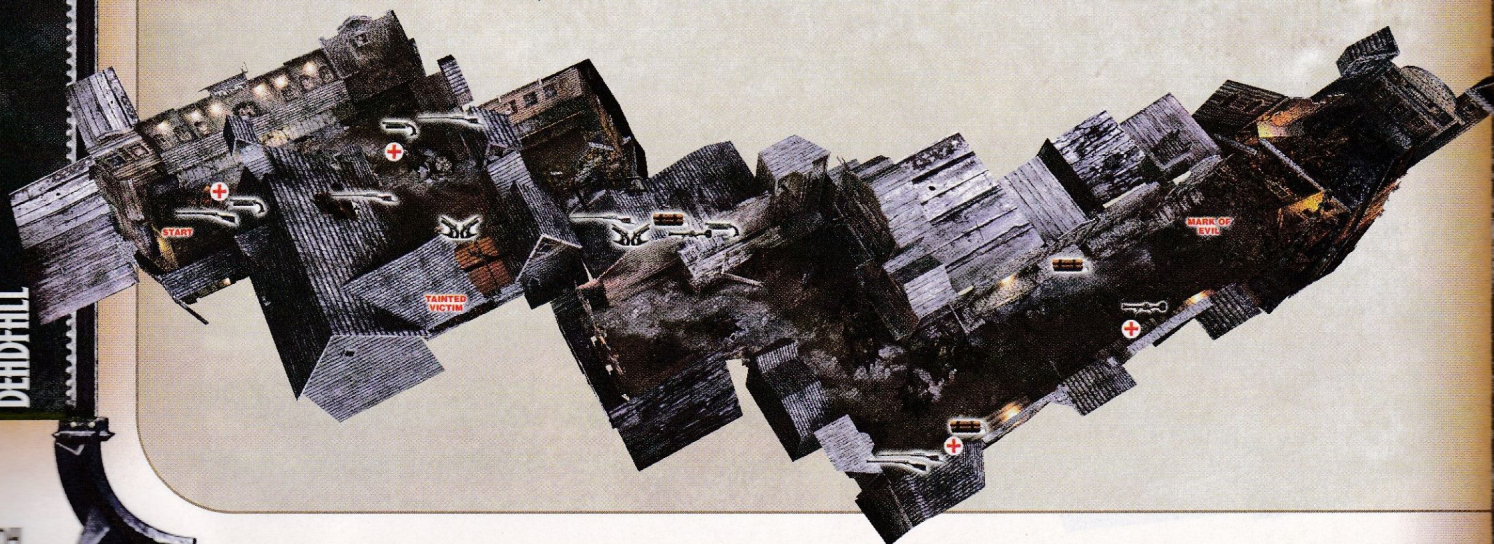
After killing all the enemies at the end of the street, a cannon ball falls from the sky, blasting a new path for you to your right. Hop over the rubble and continue forward.



A Mark of Evil now erupts from the ground on the street below you. It spawns forth Hell Reapers, Hell Banshees, and Riflemen. Many immediately swarm you. Kill them to clear a space in front of you and attack the Mark.

Throw Dynamite at it while shooting it. This particular Mark is hard to destroy because of the close quarters combat and tough enemies. Use your Vampire Powers in this battle, if they are available.

After the Mark is obliterated, enter the hole in the wall behind it.



You now enter into another street. Hell Reapers and a Hell Banshee immediately attack you. Kill the Hell Reapers and walk ahead. The street turns right. After killing the Hell Banshee, keep walking forward. Another Hell Banshee and several more Hell Reapers appear.

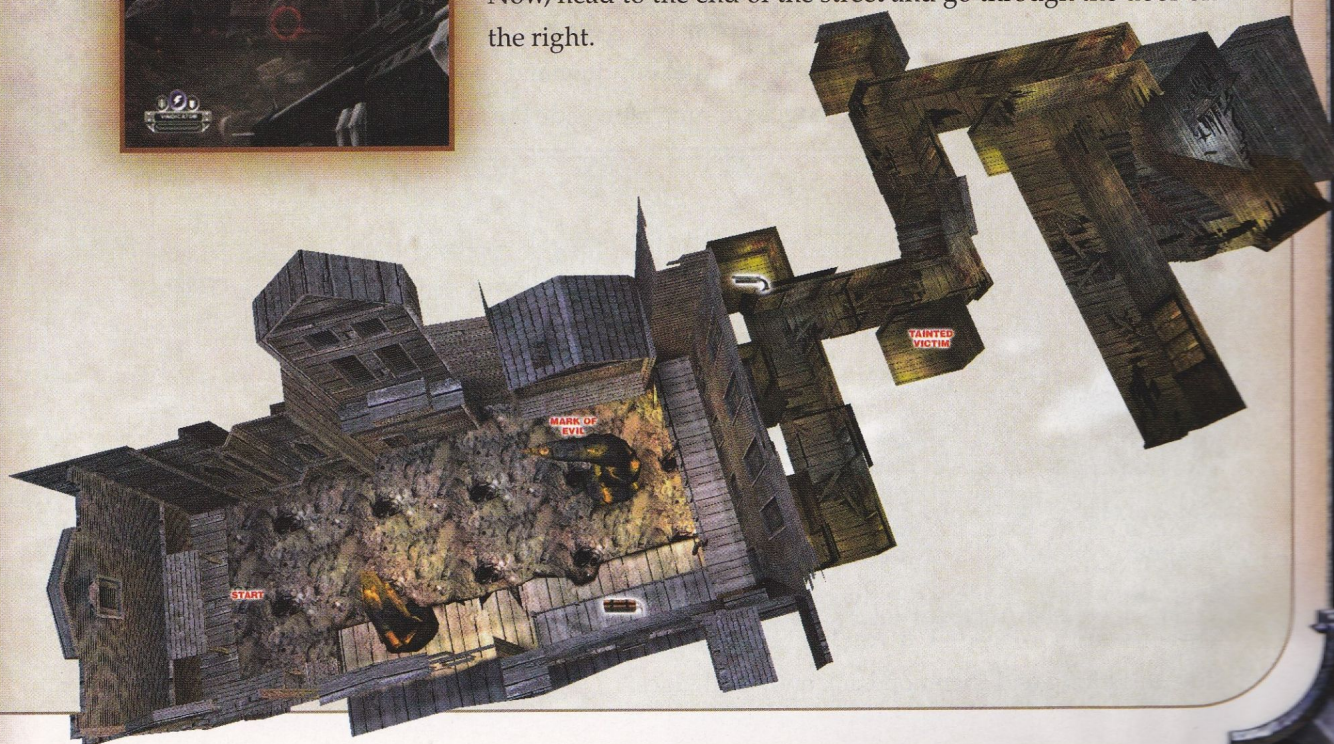
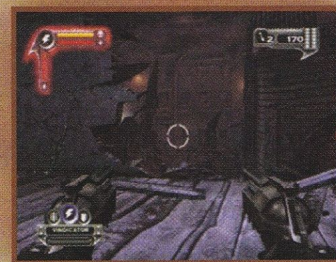
Now follow the street as it turns left. Another Hell Banshee and more Hell Reapers burst from the ground. Kill them and head right and into the building. Head up the stairs, then leap onto the roof of the next building. There is a Rail Rocket here. Grab it.

Drop down into the street below. Close by is a tainted victim. When you release it, you should be close to acquiring your next Vampire Power.



Walk down the street as it turns left. At the far end of the street, a Mark of Evil rises from the ground. This is a particularly potent Mark, and it spews forth Hell Reapers, Hell Banshees, and Riflemen. Use your Rail Rocket to destroy it.

If any Hell Reapers get close to you, back around the corner to avoid the attacks from Hell Banshees and Riflemen. Club the Hell Reapers to death, then run back out to destroy the Mark. Now, head to the end of the street and go through the door on the right.



You now come into a courtyard. Several Reapers leap down from the balconies to your right and attack. Bash them with your melee attack.

When they die, a Mark of Evil rises from the ground in front of you. It spawns forth Banditos and Reapers. Fire off several rockets at the Mark to destroy it.



USE ROCKETS WITH CARE

The courtyard is very cramped. Make sure you have a clear shot at the Mark of Evil, so you don't accidentally hit a nearby enemy with your rocket and kill yourself in the explosion.

When the Mark is destroyed, pick up a Shotgun from a dead Bandito. Leap onto the balcony and head through the door. The hallway turns left. Follow the hallway as it makes several turns. Along the way, Hell Reapers and Banditos attack you. Use your Shotgun and melee attacks to fight your way through.



The hallway soon leads to a set of stairs. Walk up and continue down the hall. This leads you to the next area. You now start on a ruined building overlooking a river of burning lava. Several Hell Reapers and Hell Banshees immediately approach you and attack. If you have the Vindicator or Soul Stealer Vampire Power available, use it.



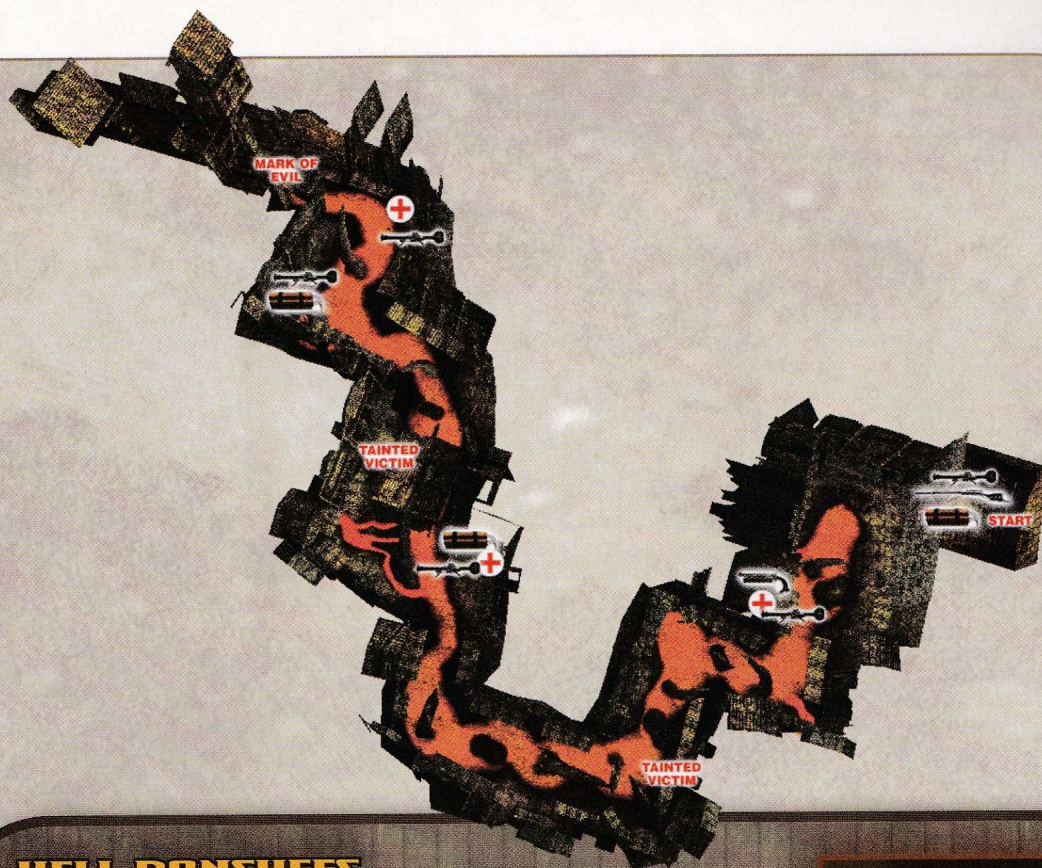
When you've killed the last enemy, drop your Rail Rocket for the nearby Range Rifle. Peak out the hole in the building and shoot the Riflemen to your left. Then, drop down to the wooden ledges running alongside the lava river.



HOT LAVA!

Don't touch the lava on the ground. It burns you. Make sure to walk along the planks along the sides of the river of lava.

Make sure you have your Range Rifle and pick up any ammo that is dropped by the dead Riflemen you kill. Many Riflemen camp out along the path and you must use cover to shoot them from range. Follow the river of lava. Be sure to walk along the wooden ledges, jumping back and forth as needed. If you happen to fall, just run or jump to the lip of earth on either side of the lava and then hop back onto the ledges.



HELL BANSHEES



AROUND EVERY CORNER. ANOTHER HELL BANSHEE APPEARS IN THE SKIES AND ATTACKS YOU. IT TAKES THREE ROCKET BLASTS TO KILL ONE. ALTERNATIVELY, YOU CAN DUCK UNDER SOME COVER AND WAIT FOR THE HELL BANSHEE TO GET CLOSE. THEN GIVE IT SEVERAL HEADSHOTS FROM YOUR SHOTGUN. USE YOUR VAMPIRE POWERS IF POSSIBLE TO KILL THEM QUICKLY.



Kill any Hell Reapers that also appear to block your path. As you come to the end of the lava river, pick up a Rail Rocket. There are several lying on the ledges along the way. At the end of the path, a Mark of Evil bursts from the ground.

This Mark is perhaps the toughest you've ever had to destroy. The Hell Banshees fire extremely powerful energy balls at you, while Hell Reapers swarm you. Maneuver to avoid the Banshee attacks but don't fall into the lava. There is a Blood Canteen on the ground along the path. Use it if your health is low.

Fire your Rail Rocket at the Mark and hurl Dynamite at it. When you are reloading, try to find some cover. If you have any Vampire Powers, use them. Once the Mark is destroyed, a Ghost Door appears and you walk through it.



MISSION

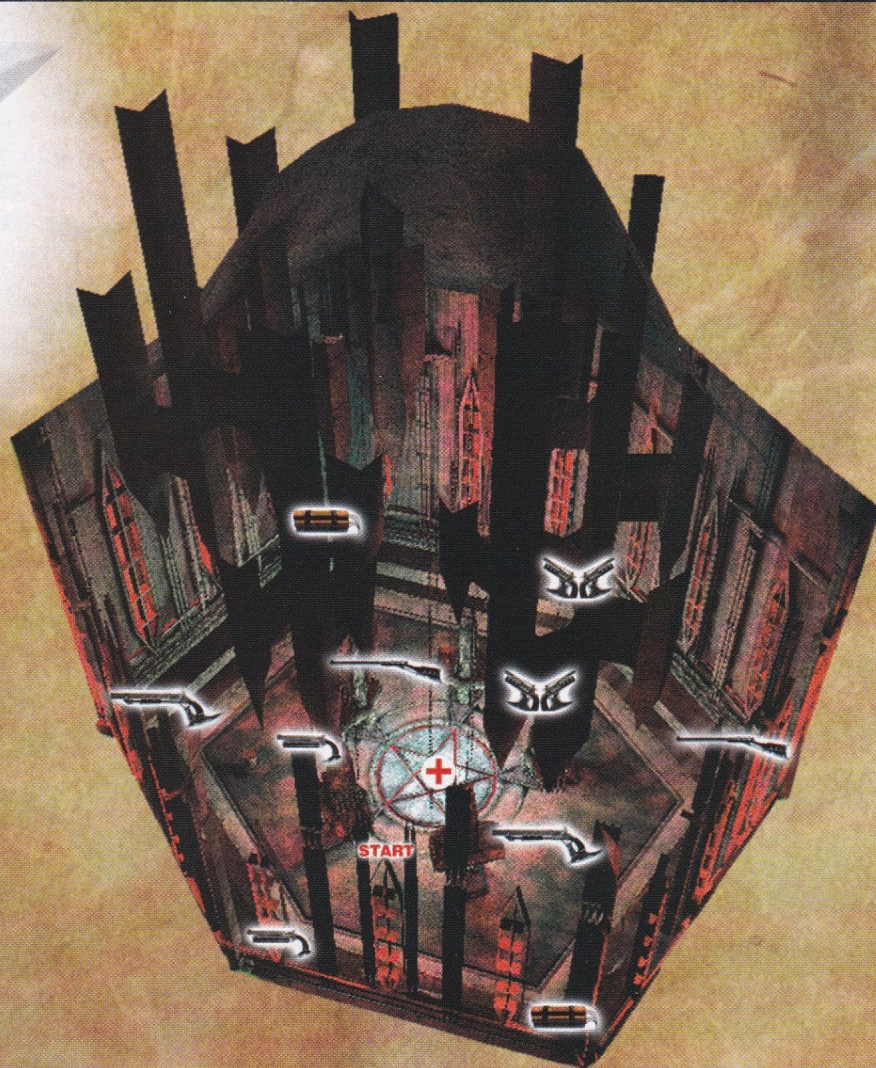
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CURSE OF THE WEST:

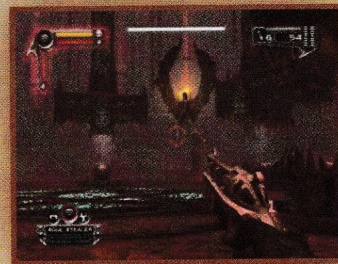
REAP WHAT YOU SOW

INITIAL OBJECTIVE:

End of the trail.



This is the final battle of the game. If you chose the good path when you defeated Lazarus in Showdown, your opponent here is Tala. If you chose evil, you must fight Cassidy's spirit.



Regardless of who you fight, the map is the same, with the same weapons distributed throughout. There are also pillars on this map and five altars interspersed around the central pentagram on this map.

On each altar is a squirming innocent. When you reduce Tala or Cassidy's life meter by about 20 percent, she flies away for a brief moment and an altar activates and crushes an innocent, releasing Blood Clouds around the altar. Every time you reduce her health meter 20 percent more, another innocent dies and more Blood Clouds are released.



Use these Blood Clouds to replenish your health and fuel your Vampire Powers. The direct damage powers—Vindicator or Soul Stealer—work best against Tala and Cassidy. These powers deal a great amount of damage in one shot. Fear and Turn don't work on Tala or Cassidy. Silver Bullet isn't ideal because Tala and Cassidy can fly away from it easily. If you can't shoot them, the Silver Bullet power is wasted.

Keep using your damaging Vampire Powers. When an innocent dies, it usually leaves enough Blood Clouds to fill your bar twice over, letting you use two Vampire Powers.



BLOOD CANTEENS

A Blood Canteen lies in the middle of the map. If you are low on health, grab it. With your health fully restored, the Blood Clouds you pick up go directly to your bar instead of your health. This Blood Canteen respawns periodically.

Use the altars for cover from Tala and Cassidy's attacks. Supplement your Vampire Power attacks with gun shots. Keep triggering deaths, grab Blood Clouds, and repeat your attacks until Tala or Cassidy dies.

FIGHTING CASSIDY

CASSIDY HAS FOUR DIFFERENT ATTACK MODES. SHE STARTS OUT FIRING A SPREAD OF WHITE ENERGY BALLS AT YOU. YOU CAN SHOOT THEM DOWN OR DODGE THEM.

AFTER YOU TRIGGER THE FIRST INNOCENT DEATH, CASSIDY ACQUIRES A SECOND ATTACK. SHE NOW SHOOTS A HOMING CRYSTALLINE BALL AT YOU. THIS BALL CAN ALSO BE SHOT DOWN. CASSIDY ALTERNATES BETWEEN THESE TWO ATTACKS.

AFTER THE SECOND INNOCENT DIES, CASSIDY GAINS A LIGHTNING ATTACK. SHE SENDS BOLTS OF LIGHTNING AT YOU, WHICH WEAVE BACK AND FORTH ACROSS THE MAP TOWARDS YOU. YOU CAN SLIP THROUGH THE GAPS BETWEEN THE BOLTS BUT YOU CANNOT SHOOT THEM DOWN. ONCE SHE GAINS THIS ATTACK, SHE ALTERNATES BETWEEN THE THREE.

CASSIDY USES HER FINAL ATTACK WHEN HER HEALTH DROPS BELOW 50 PERCENT. SHE CURLS UP INTO A BALL AND RELEASES AN INNER EXPLOSION THAT FILLS THE ENTIRE CHAMBER. THIS ATTACK GOES THROUGH COVER SO YOU CAN'T ESCAPE THE DAMAGE. HOWEVER,

THE FURTHER AWAY YOU ARE, THE LESS DAMAGE YOU TAKE. RUN AWAY WHEN YOU SEE HER CURL UP. EVEN THEN, THE BLAST IS ENOUGH TO DESTROY YOUR ENTIRE VAMPIRE SHIELD AND TAKE OUT SOME HEALTH. CASSIDY ALTERNATES BETWEEN ALL FOUR ATTACKS AT THIS STAGE.



FIGHTING TALA

TALA HAS FOUR ATTACK MODES AND BEGINS BY SHOOTING A SPREAD OF BLOOD PROJECTILES AT YOU. THESE CAN BE DODGED OR SHOT DOWN.

WHEN TALA FLIES AWAY AND THE FIRST INNOCENT DIES, SHE RETURNS WITH HER SECOND ATTACK MODE: THREE BLOOD SNAKES. THEY FOLLOW YOU AND COMBINE FOR A GOOD AMOUNT OF DAMAGE. SHOOT THEM DOWN TO AVOID THE BLAST. AT THIS STAGE, TALA ALTERNATES BETWEEN THE TWO ATTACKS.

WHEN THE NEXT INNOCENT DIES, TALA GAINS A THIRD ATTACK. SHE NOW THROWS BLOOD LIGHTNING AT YOU. THESE BOLTS COVER NEARLY THE ENTIRE SCREEN AND ROLL TOWARDS YOU. DODGE THEM, SINCE YOU CANNOT SHOOT THEM. AT THIS STAGE, TALA ALTERNATES BETWEEN THE THREE ATTACKS.

TALA'S FINAL ATTACK MODE COMES WHEN SHE IS AT LOW HEALTH. SHE PULLS HER WINGS BACK AND UNLEASHES A BLAZING WING BUFFET. THE SHOCKWAVE EXTENDS THROUGHOUT THE ENTIRE CHAMBER AND DEALS MASSIVE DAMAGE. IT EVEN PASSES THROUGH COVER.



When you finally prevail, you are treated to a final cutscene. If you fought Cassidy, then you at last become the most powerful vampire in the West, and ride off into the moonlight to wreak more evil. If you fought Tala, then you finally end the curse of the West and cure yourself of the vampire infection. Cassidy's spirit departs for a peaceful rest and you ride off into the sunset as a hero.

MULTIPLAYER







MULTIPLAYER TIPS

Darkwatch offers countless hours of additional play long after you've defeated Lazarus and reclaimed the Wild West.

On Xbox, you can play online over Xbox Live, while on the Playstation 2 you can play in splitscreen or co-op mode.




MULTIPLAYER CHANGES

There are several changes to note between the single-player game and multiplayer game.

-  **Vampire Powers:** All players in competitive multiplayer have the use of their Vampire Jump, Blood Vision, and Vampire Shield. However, the other Vampire Powers are only available as power-ups, or "Brands" scattered around the level. Moreover, only three powers are present in multiplayer: Blood Frenzy, Silver Bullet, and Mystic Armor.
-  **Radar:** A feature in multiplayer games is the radar, located in the bottom corner of your screen. You can see other players here. Make use of it to stalk or avoid other players.
-  **Weapons:** Weapons operate slightly differently in multiplayer games. Many weapons do more damage and have extended range in multiplayer. Below are additional specific weapon changes.
-  **Dual Crossbow:** The Crossbow's bolts are no longer sticky. This weapon is now a weaker version of a Rail Rocket. However, it has the advantage of faster firing rate and reload time over the more powerful rocket.
-  **Dual Crossbow, Dynamite, Rail Rocket:** The blast radius of all three weapons has been enlarged.
-  **Dual Pistols, Rail Rocket:** Both these weapons have the most powerful melee attack, allowing you to kill an enemy player in one blow.

HIT LOCATION

One important thing to keep in mind when playing multiplayer games is that Darkwatch has a hit location system that rewards you for shooting vital areas on your target. Knowing this can give you a leg up on your opponents.

-  Shooting a target's body delivers 100 percent of the weapon's damage.
-  Shooting the arms or legs of a target only delivers 50 percent of normal damage.
-  Shooting the head does 200 percent of normal damage to the target.

DAY MAPS

There are over a dozen multiplayer maps in Darkwatch, but some are daylight duplicates. These day maps use the same map as their normal counterparts, but take place under the daylight. In these maps, players do not have access to their Vampire Jump, Blood Vision, or Vampire Shield. The developers placed these maps in the game for hardcore and more veteran players to compete in.

VEHICLES AND STATIONARY GUNS

In certain multiplayer maps, the Steam Wagon, Gatling Turret, and Cannon are available for use.

The Steam Wagon is a powerful vehicle with mounted machine guns. You can also instantly kill any player you hit or run over with the Steam Wagon. You can still be injured while driving a Steam Wagon, but it does act as body armor while you are strapped in the cockpit.

Turrets are stationary machine guns that fire a rapid string of bullets at your target. Like the Steam Wagon, it offers protection against those firing back at you. The turret is great for mowing down players, but loses in a head-to-head shootout with a Steam Wagon.

Cannons are only available in the largest of multiplayer maps. They are the most powerful weapon in the game, and one shot can pulverize a player or a Steam Wagon. Cannons fire their shot in an arc, so they are best against mid- to long-range targets. They are also slow to fire.



AGAINST THE MACHINES

If you find yourself on foot facing a player in a Steam Wagon, Turret, or Cannon, use the following tips. A sniper shot against an enemy sitting in one of these vehicles or guns does full damage. Explosive weapons, such as the Crossbow, Dynamite, or Rail Rocket, are also ideal against the heavy armor of vehicles or guns. Lastly, if you find yourself without the firepower to compete, run into a confined place where they can't follow or target you.

MAP SIZES

Here is a list of the maps grouped by whether they are ideal for small, medium, large, or extra large groups of players. Smaller maps are generally best for deathmatch games, while medium maps are good for team deathmatch and Soul Hunter games. Large maps are ideal for Capture the Flag and team games. Extra large maps are so huge that they are really best for the maximum number of players (16).

MAPS GREAT FOR SMALL GROUPS

Asylum
Devil's Belly Mine
Donner Pass
Donner Pass Day
Hangtown East
Hangtown East Day
Hangtown West

MAPS GREAT FOR MEDIUM GROUPS

Death Dealer
Death Dealer Day
Hell Hole
Trade Center
Training Ground

MAPS FOR LARGE GROUPS



Cliffside
Iron Grub
Iron Grub Day
Mesa Sangre
Santa Diablo
Santa Diablo Day

MAPS FOR EXTRA LARGE GROUPS


Darkyards
Darkyards Day
Deadwood
Frozen Hill
Frozen Hill Day


A NOTE ABOUT HEALTH AND DYNAMITE





WHEN IT COMES TO BLOOD CANTEENS AND DYNAMITE, THEY SOMETIMES LIE AROUND IN BUNCHES. WHEN YOU SEE AN  OR  MARKED ON THE MAP, THERE MIGHT BE ONE OR MULTIPLE PACKS LYING IN A CLUSTER.


MULTIPLAYER MAP LEGEND


 = Carbine


 = Cannon


 = Dynamite

 = Dual Pistol


 = Ghost Door


 = Blood Canteen


 = Redeemer


 = Rail Rocket

 = Range Rifle

 = Shotgun

 = Scepter


 = Turret

 = Steam Wagon

 = Dual Crossbow

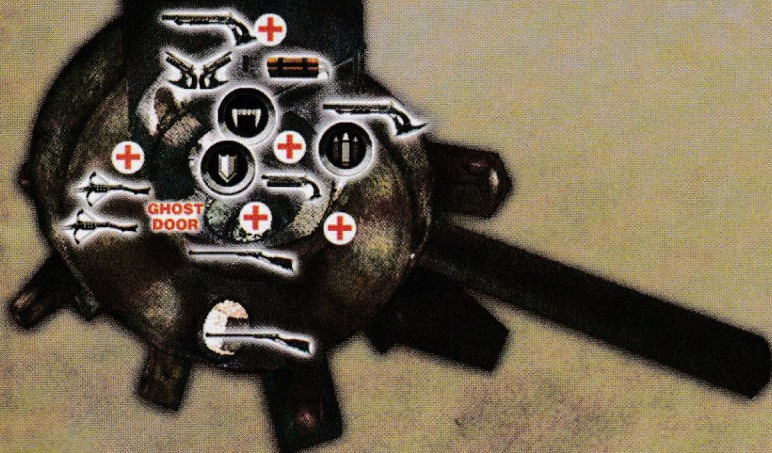
 = Blood Frenzy power-up

 = Mystic Armor power-up

 = Silver Bullet power-up

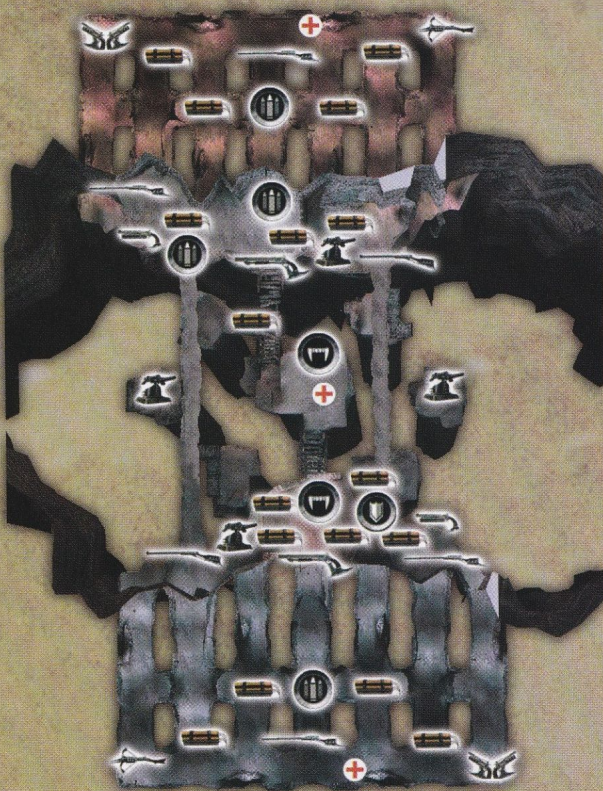
ASYLUM

This indoor map is the smallest in the game and is perfect for a one-on-one deathmatch game. The weapon selection on this map is limited, but the two most powerful ones are the Dual Crossbow and the Shotgun. The Shotguns are located on the ramp outside the middle spire, while the Dual Crossbows are on the entries into the spire itself. All three power-up brands are in this map. The best one—Blood Frenzy—is suspended in mid-air in a ring at the top of the spire. Vampire Jump on top of the ring and drop down through it to pick up the brand.



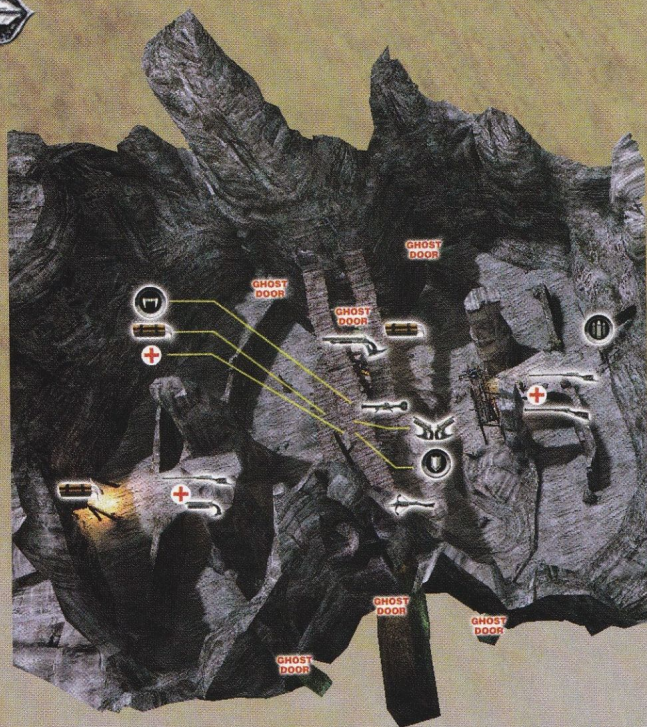
CLIFFSIDE

This map is technically an outdoor map, but it has lots of cavernous tunnels. It is ideally suited for eight to ten players. As the name suggests, it is two cliff faces and a ravine, with various bridges and stone columns bridging the gap. Don't fall into the ravine or you'll die. Within each cliff face are a network of tunnels and openings into the central ravine. If you don't have any good long-range weapons, the tunnels are a great place to hide. However, the close quarters makes explosive weapons even more dangerous. Try to control the high ground on this map, which means climbing onto the two highest bridges at the top. The Rail Rockets and Range Rifles are also located along these uppermost bridges and ledges. However, various power-ups, including the coveted Blood Frenzy brand, are located on top of column jutting up from the middle of the ravine in the lower reaches of the map. A cannon and several turrets are located on other columns in the ravine. Hop onto a cannon and lob cannon balls at cave openings on the cliffsides to kill enemy players quickly and easily.



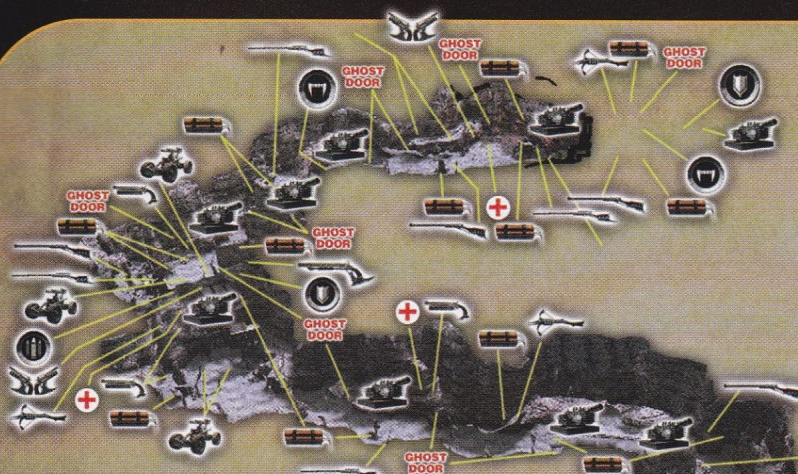
DEATH DEALER

This is a small outdoor map that is perfect for a deathmatch, or soul hunter game of six to eight people. The map is like a circular arena, and those who are camped on the bridges or outer ledges can rain rockets, crossbow bolts, Dynamite, and sniper shots on those fighting below. However, keep in mind that you are also vulnerable while on the bridges and an easier target for snipers. Try to grab the Rail Rocket and Blood Frenzy power-up as soon as you can; they are located on the bridges that crisscross the level, and will give you a great advantage on this map. If you can't get your hands on a Rail Rocket, the Dual Crossbow is the next best thing. Look for it in front of a ghost door under one end of the bridges. The Mystic Armor brand, while not as good as Blood Frenzy, is still useful and is located under the midway point of the bridges.



DEATH DEALER DAY

The day version of Death Dealer can be even more hectic and dangerous than normal, since quarters are so close and weapons are that much deadlier. The weapons and brands aren't much harder to acquire on this map, but you'll need to be smarter here.



DARK YARDS

This is a huge map designed specifically for 16 player games. Dark Yards is an outdoor map inside a thin and winding ravine. Two large bases lie on either end of the ravine, making this an ideal capture the flag map. In the middle of the map is a third base, with Steam Wagons parked outside. This is the midway point of the level and is bound to be a hotly contested spot. Whoever controls this central station controls the map. To get to the other side of the map, you have to drive through this station, and a turret located inside makes it hard for the enemy to get through unscathed.



Because of the length of this map, hop onto one of the Steam Wagons near the central station. These give you a strong advantage in Dark Yards. Running along the cliff walls across the entire ravine is a set of train tracks. You can run back and forth between bases along this raised train track or along the bottom of the ravine. Interspersed along the tracks are turrets and cannons, with the highest concentration located just outside each side's base. These can be used to bombard incoming players and destroy any Steam Wagons. Long-range weapons are king on this map, and the cannons and turrets are especially deadly. Because of the tightness of the ravine, maneuverability is at a premium, thus the effectiveness of explosive weapons is enhanced. Two key spots to watch are the midway points along the train tracks between the central station and the two bases. One Blood Frenzy power-up lies at each spot.

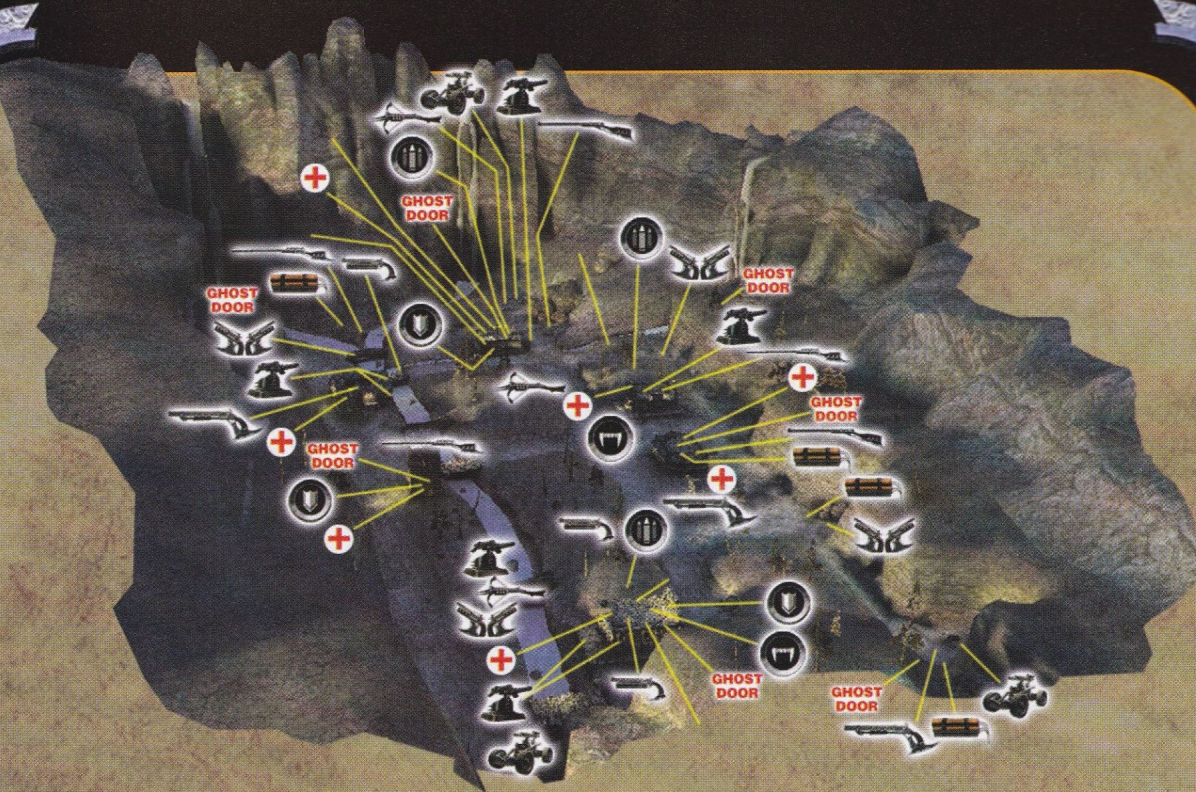
DARK YARDS DAY

The day version of Dark Yards plays much the same as Dark Yards. However, the lack of Vampire Shields and increased visibility makes long-range weapons, turrets, and cannons that much more deadly. In this map, the Blood Frenzy and Mystic Armor power-ups become even more important.

DEADWOOD

This is an enormous outdoor map that is recommended for the full 16 players. It is ideal for team deathmatch, team soulhunter, and especially capture the flag games. There are two bases situated on opposite ends of this map, with a river, roads, and various other buildings spread out between them. Each base has a Mystic Armor power-up, as well as a turret for base defense. In a capture the flag game, the flag is on the roof of the base. You can access the roof via a teleporter on the ground floor of the base.

As a huge outdoor map, it can be very time consuming to traverse the distances between bases and to find enemy players. That's why this map is only recommended for lots of players. Every conceivable weapon is available on this map, including turrets, cannons, and Steam Wagons. Because of the map's great size, make sure you have a long-range weapon, such as a Range Rifle or Rail Rocket.



The Range Rifle is especially prized. Once you have one, the best place to snipe from is the roof of the tower (located along the river between the two bases). The only way onto the roof is via the teleporter at the base of the tower. From here, you can pick off players running back and forth between the bases.

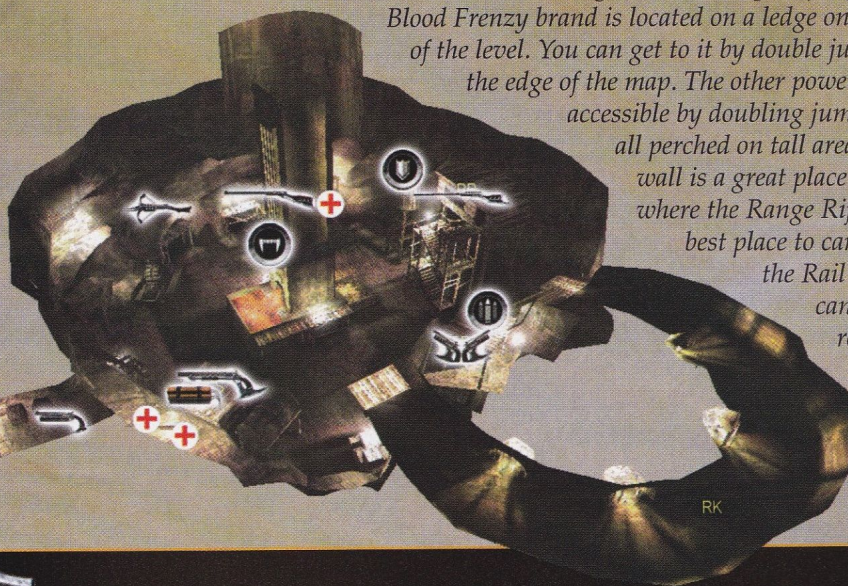
Given the map's size, try to secure a Steam Wagon early. It gives you great firepower and lets you zoom across the map quickly. Two other key spots to watch for in Deadwood are the cannon locations. One is located on a hill next to each base. Use the cannon to destroy Steam Wagons and clear enemies from a base's roof prior to a flag run.

DEADWOOD DAY

There is a day version of Deadwood. The Range Rifle is now even deadlier, because of both the clearer visibility and lack of Vampire Shields. Every weapon is likewise more powerful, so the Mystic Armor power-up is an ideal boost. The turret, cannon, and Steam Wagons are also more powerful thanks to their protective armor and upgraded firepower.

DEVIL'S BELLY MINE

Devil's Belly Mine is an indoor map that is very small. It's great for a two-man deathmatch game and also good for groups of four players. The Blood Frenzy brand is located on a ledge on the tower in the middle of the level. You can get to it by double jumping from a ledge on the edge of the map. The other power-ups are likewise only accessible by doubling jumping to them, as they are all perched on tall areas. The shed built into the wall is a great place to snipe from, and is also where the Range Rifle is located. However, the best place to camp is in the tunnel where the Rail Rocket is situated. You can snipe with Range Rifle or rockets and then duck back into the tunnel. But if anyone chases you in, the close quarters could mean death by a quick Shotgun attack.



DONNER PASS

This is a small outdoor map in the snow meant for two to four players. Because of its very small size, it is an ideal locale for very frenzied deathmatch and soul hunter games. The only real places to hide are in the hollow logs lying in the snow. Most have weapons or power-ups located in them. The Rail Rocket is found in one. And in another, you find the Dual Crossbow. In this same log, the Blood Frenzy power-up is suspended in the air above the Crossbow. These logs aren't really meant as permanent hiding places, since they are small and open up top. But you can run through them to try to elude your pursuers. Close-quarters weapons, like the Shotgun and Dual Pistol, work well here, although the firepower of the explosive weapons is hard to deny, provided you fire it from a safe distance. Coincidentally, the two nice places to snipe from are also where the Range Rifles are stashed.

DONNER PASS DAY

Donner Pass Day is another great map for furious and frequent carnage. Power-ups are even deadlier here, and there are less places to hide. Pick this map if you want a real test of skill in a confined area.

FROZEN HILL

This outdoor map is only meant for very large groups. In fact, it is really designed as a capture the flag map for the maximum of 16 players. The blue and red bases are situated far apart from each other and the driving elements actually hamper visibility to an extent. Long-range weapons are key on this map, as are the use of turrets and cannons to take down incoming players. Near each base are Steam Wagons. Because of the map's incredible size, it's best to use Steam Wagons to get around. They also have the added benefit of protective armor and better firepower. If you manage to capture the enemy's flag, it is also a good idea to hop back onto your Steam Wagon and drive back to base.

Located near each base are turrets and a cannon, which can be used to defend the base. If you are storming an enemy base, though, these emplacements are great to use against the enemy, as you can clear out a group of enemy players before storming their base for the flag.

The map includes lots of other buildings besides the bases, and you can run inside for weapons and for cover against attack. The center of the map is a large hill covered with buildings. Again, you can race inside for close-quarters battle or for hiding spots. Or you can leap on top of the buildings to snipe at enemies below. However, the map is so large that you could end up camping for a while without ever seeing another enemy player.

FROZEN HILL DAY

The day version of this map improves visibility somewhat, but everything else about this level gets more difficult. Weapons are even deadlier, and smarter tactics and maneuvering are needed.

HANGTOWN EAST

Hangtown East is a small map meant for 2-4 players. It's great for deathmatch and soul hunter. There is one main L-shaped street and then buildings all along the street on either side. Inside are the weapons, while just outside the buildings are the power-ups. On the second floors of the buildings, you can find windows that overlook the street, giving you a good spot to snipe from. This map provides a lot of places to run and hide. The Shotgun and Dual Pistol will serve you better in this level than explosives like the Dual Crossbow and Dynamite, since the quarters are so tight on this map.

HANGTOWN EAST DAY

The loss of vampire shields makes the use of the Shotgun and Range Rifle even deadlier. Not being able to double jump also makes it a bit tougher to grab the Blood Frenzy power-up.

HANGTOWN WEST

Like Hangtown East, this map uses part of the Hangtown single-player level. However, in this case, what is used is the church and its surroundings. This map is designed for 4-6 players, and is another good map for close-quarters fighting and frenzied deathmatch action. However, unlike Hangtown East, it has more open spaces outside, thus allowing it to support more players.

You can actually run through the church, which is not accessible in the single-player game. Inside the church is a ghost door that teleports you to the top of the cathedral. This is the place you want to be. There is a Blood Frenzy brand and a Range Rifle here. And from this perch, you can see the level below and snipe at players with near impunity. Just watch your back, as others could teleport in behind you.

HANGTOWN WEST DAY

The day version of this map requires more caution, as the sniper on top of the church can now kill you with one shot, and pretty much all weapons are more lethal. With players having no shield, your close-quarter weapons like the Shotgun, as well as your explosive weapons, can really help you ratchet up the kill counts.

HELL HOLE

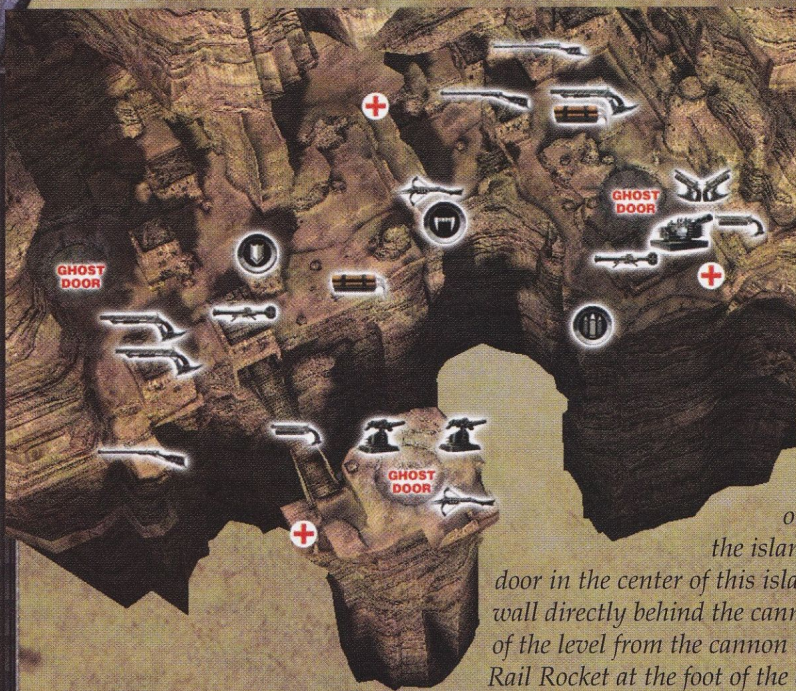
Hell Hole is a great indoor map for a group of six to eight players. Soul hunter and team soul hunter games are especially fun here. Because of the close quarters, and the tendency for players to bunch up, explosive weapons, the Shotgun, and the Blood Frenzy and Mystic Armor brands are very advantageous here. Blood Frenzy is in the center of the snaking wooden bridges crisscrossing this level. A good sniping area is the ledge where the Range Rifle is located. You can get there via the ghost door or by walking to the very top of the wooden walkways. But if you are camping there, beware of people teleporting behind you.

IRON GRUB

This is an enormous map only meant for the largest of groups. It makes a great venue for team capture the flag, team soul hunter, and team deathmatch. There are many places to grab Shotguns, Rail Rockets, Range Rifles, and other great weapons. This map even has multiple Silver Bullet and Mystic Armor brands. However, the single Blood Frenzy brand will always be the most coveted item. It is located in a tunnel in the center of the map. Rush for it if possible. There are lots of winding paths to run through on this level. Cannons are strategically located to watch over the most heavily trafficked routes. If you are in a large battle and can reliably count on players running through these avenues, set up on one of these cannons and keep raining cannon fire on them. As one of the maps ideally suited for capture the flag games, it has perfect symmetry. Each side has a similar looking base with nearly identical weapons placements, cannons, and turrets. Keep the layout of these items in mind so you know where to grab ammo or weapons if you are in enemy territory.

IRON GRUB DAY

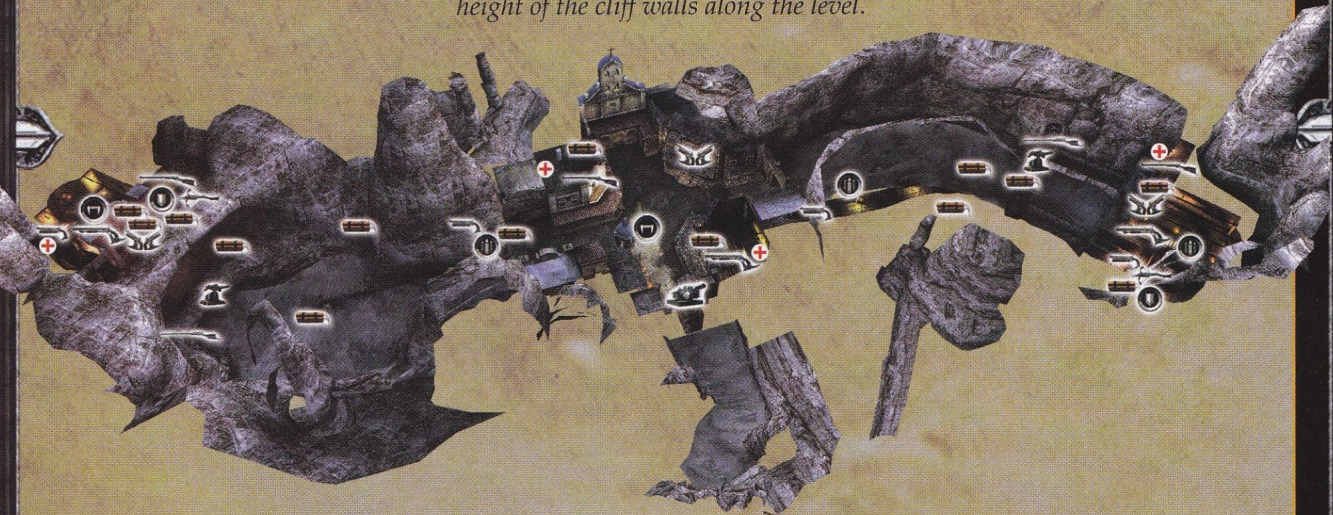
Like the other maps with day counterparts, Iron Grub Day is for more seasoned players. In addition to the added power of Mystic Armor, Blood Frenzy, Range Rifles, and explosive weapons, the cannons and turrets should also be highly sought after, as they give you additional protection and unmatched firepower.



MESA SANGRE

This is an outdoor map that is fairly large. While it isn't as big as the 12 or 16 player maps, it is still a good enough size to host deathmatch and team games for eight to ten players. This map is a mesa with a cliff behind it and a lonely island of rock in front of it. Buildings of various heights are built into the cliff wall, while the mesa overlooks a gaping drop surrounding the rocky island. Some key strategic locations to watch for are the cannon emplacement, the Blood Frenzy brand on the wall dividing the level in half, and the island of rock in front of the mesa. The ghost

door in the center of this island actually teleports you to the cliff wall directly behind the cannon. The ghost door on the opposite end of the level from the cannon teleports you even closer: right to the Rail Rocket at the foot of the cannon. Both ghost doors are the easiest ways to get here. Once parked in the cannon, you can lob attacks with impunity at players on the far side of the map. If you want to snipe at enemies, a good place is on top of any of the tall buildings nestled at the height of the cliff walls along the level.



SANTA DIABLO

This map is a huge outdoor level centered on a town square and two ravines on either side of it. It is perfect for large groups, for team deathmatch, and for capture the flag. It is too large for small numbers, but works well for groups of 12 or more players. As a possible capture the flag map, Santa Diablo has symmetry. Each side of the map has similar layout of weapons and turret placements. The Blood Frenzy brand is of course located in the center of the town, on top of a fountain. However, be careful here. A cannon is positioned down an alley and it faces the Blood Frenzy. This is a great place to sit, as all players have to run through this area when playing capture the flag games. A player can sit in the cannon and kill anyone going for the Blood Frenzy or simply running through this area.

SANTA DIABLO DAY

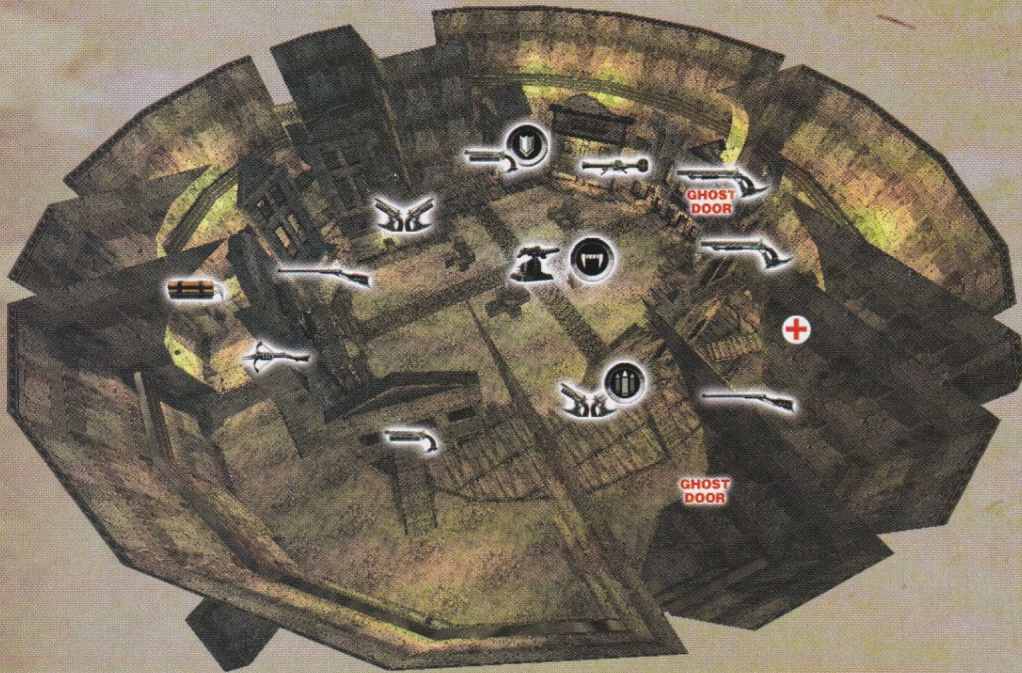
Similar to the regular night map, except that again, you have no use of vampire jumping, blood vision, or vampire shields. This makes capture the flag games particularly difficult.

TRADE CENTER

This map is designed for smaller groups of between 4-6 players. It is tightly packed, and has multiple levels so that battles can rage in ravines below or wooden planks above. This map can be confusing at first, so familiarize yourself with it by running around alone a few times. The map has a bottom level of crisscrossing ravines, a ground level above that with wooden planks bridging the gaps, and then a rise up to a wooden building. The Blood Frenzy brand is particularly difficult to get to. You need to jump onto the roof of the wooden building and then carefully jump along the wooden planks leading away from it to the brand. There is also a ghost door on one of the other wooden planks leading off the roof. It takes you to the cliff opposite the wooden wall. There is a Range Rifle stashed here, and from this vantage point, you can see the entire level. This is a great sniping point, and other players will have a hard time seeing you when you kill them from this perch.

TRADE CENTER DAY

The day version of this map is very hard to play in, since you lose the use of your vampire jump. Without the double jumping ability, it is harder to leap out of the ravines or jump onto the bridges and wooden planks at the top of the level. This is a map that only the best Darkwatch players should try.



TRAINING GROUND

This map is an indoor one built for small groups. It works well as a 4-6 player deathmatch map. Training Ground is in fact the last stage of the Torture Maze single-player mission. The map is an indoor rotunda, with building facades all along the wall of the level. Most weapons are behind the facades, along the outer edge of the map. However, in the open center of the map is a Blood Frenzy brand and a single turret. Grabbing the Blood Frenzy gives you a great advantage, but it also makes you a bright target for lurkers behind the facades. But if you can control the turret, you also can keep firing at enemy players. Training Ground can be a lot of fun, with players vying to control the center of the map.

DARKWATCH DEVELOPER MULTIPLAYER TIPS AND TRICKS

The developers from High Moon Studios are the experts on Darkwatch multiplayer games, and several

ANDREW ZAFERAKIS -- PROGRAMMER / MULTIPLAYER

Personal Strategy - Accuracy. Taking the time to place that perfect shot can minimize the chance you will take damage yourself.

Favorite Game Type - Soul Hunter, it's a great collection-based game that adds a little extra flavor to a standard Deathmatch-style game.

Favorite Map - Trade Center, a great map with a lot of vertical game play. This fits perfectly with all the Vampire Powers. Find the sniping position and find the Rail Rocket cave; it'll be the highly contested spot for dominance.

Favorite Weapon - Shotgun. When you're up close, one shot to the head is all it takes.

General Tips

In a Soul Hunter match, always pay attention to the one player that is "On Fire," that player is the one with the most amount of blood clouds collected. If you kill the On Fire player, he will drop six blood clouds rather than the usual three. Be sure that you pick them up!

In a Soul Hunter match, focus on collecting while the blood clouds are available and wait till they are gone to concentrate on taking out the enemy. Those who don't stay focused on collecting blood clouds rarely win.

In a day map, if you can get a hold of a Blood Frenzy Brand, take out as many people as you can.

In a team game, make sure you use your voice headsets, as only your teammates will be able to hear you. This way, you can use detailed information without the other team knowing your plans.

ANNA PACHECO -- ASSOCIATE PRODUCT ANALYST

Personal Strategy - The Kamikaze Camper. Using the high ground to gain perspective and a clear shot are key factors in the game. Allow players to run past your hiding position, then take them out from behind so they can't see your smoke trail. If fighting more than one player, take one out with the Range Rifle, then kamikaze the rest of the group with a good melee weapon like the Dual Pistols or Rail Rocket. They won't know what hit 'em.

Favorite Game Type - Capture the Flag

Favorite Map - Donner Pass

Favorite Weapon - Rail Rocket - As the most powerful weapon in the game, the Rail Rocket is a guaranteed kill. Just be careful not to blow yourself up. Learn how to control the rocket by holding down the right trigger while firing. Players with enough skill will be able to bend the rocket around corners to kill enemies. Be aware though that because the Rail Rocket is so big and powerful, it's also the slowest weapon. Reloading takes time, so figure that into your strategy.

General Tips

Always carry the Dual Pistols as your secondary weapon even if they run out of ammo. Close encounters are bound to happen and whipping these babies out is a death sentence to an enemy.

Make friends by entering the players list in-game and send friend requests. Then send friends game invitations for private matches. Private slots are reserved for friends who join through the friends list or have an invitation. This is especially useful for team matches.

Search the map for different "Brands," which allow players extra shield, unlimited ammo, and invincibility for a period of time. In high traffic areas, these Brands will give you the extra advantage.

Use strafing and double jump/cancel to dodge bullets. This will be the key to your survival.

BRIAN ROBERTSON – QUALITY ASSURANCE

Personal Strategy – Get a feel for the maps, where the power-ups and weapons are, and find the quick and easy routes around the map and good places to hide. Try to know the map backwards and forwards, like the back of your hand. There is nothing worse than running into a dead end when being chased by the enemy.

Favorite Game Type – Capture the Flag

Favorite Map – Santa Diablo Day – A small town, perfect for sniping across the map.

Favorite Weapon – Range Rifle – On a day map, the Range Rifle is ruthless. With a well-placed headshot, the enemy has no chance of survival. Find a spot to sit and hide; “Death from above” is what I say.

General Tips

Learn the map. Learn where warps are (if any) and where they lead. Know where weapons are so you can gain quick access to them if you need ammo. Know where the power-ups are, and use them to your advantage.

Use the Radar to your advantage. It's great to surprise an enemy who is not using their radar. It's there for a purpose; use it.

Figure out what weapons are best for what maps, and always have two weapons in your arsenal: one for medium to long range and one for short to medium range. This way, you have it all covered.

Don't forget, in a day map, you don't have your vampire jump, blood vision, or vampire shield. Use the terrain to your advantage and don't bum rush your opponent. A few shots and you're worm feed.

Don't forget the flag can be used as a melee weapon, so don't be afraid to turn around and whack that opponent in the face.

On a non-day map, your blood vision will come in handy to see where your opponents are from a long distance if you don't have a Range Rifle.

CHAD STEINGRABER – SENIOR GAME DESIGNER / MULTIPLAYER

Personal Strategy - Dynamite on the smaller maps, lots and lots of Dynamite. Nothing is better than throwing a stick of Dynamite in the middle of a crowd of opposing players and watching the bodies fly! On the larger maps, finding that perfect spot to snip from is an absolute joy.

Favorite Game Type - My favorite is Darkwatch's Team Deathmatch. The pace of the action is so intense; just play a 16-player game of Asylum or Devil's Belly.

Favorite Map - Deadwood happens to be my favorite map because I love how much space there is. It's a good wide-open map that features lots of smaller buildings with great interiors, and of course the sniping tower. There are also some great anti-sniping-tower positions in this map for some great sniper-on-sniper action! High-powered cannons are littered throughout Deadwood that can take out Steamwagons with a single shot. There is just so much in this level that it can be played for months without getting tiresome.

Favorite Weapon – Crossbow - It shoots real fast and explodes on contact like mini-rockets.

General Tips

Learn where every piece of Dynamite is placed in the map. In larger battles, Dynamite can be the key to racking up those kills. Likewise, keep an ear out because if you hear that fuse, it could mean your death.

Stationary gun turrets are excellent against players on foot, but fall very short against the Steamwagon. Of course, the Cannon trumps all as it is the single most powerful weapon in multiplayer.

Find uncommon anti-sniping points. They can reap great rewards.

Rely on your Vampire Jump. It can get you out of sticky situations.

RORY MCGUIRE – GAME DESIGNER

Personal Strategy – Learn the map. In Deathmatch, learn the chokepoints, learn where the weapons are and minimize your exposure. This ensures you always have the upper hand when you run into an opponent. Stay on the outskirts of a map and pick folks off while dominating key pickups and power-ups. In Capture the Flag, learning the map becomes even more important; learn low- and high-population routes and use them as necessary while advancing on an enemy's base or coming back with their flag. When bringing a flag back, use low-population routes if you only have one or two guys chasing you and use high-population routes if most of their team is on you so that you have a chance of running into your teammates.

Favorite Game Type – Deathmatch

Favorite Map – Deathdealer

Favorite Weapon – Dual Pistols. The double pistols are one of the meaner weapons in the game. They can spew lead faster than any weapon aside from the turret and have a nasty melee attack to accompany them.

General Tips

When choosing an appropriate weapon for a map, don't just pick your favorite, but consider how many of them are in the map (so you always have ammo) or how few of them there are (so you may have an upper hand against a weapon your opponent does not have). Also consider the geometry of the map itself. A confined space doesn't benefit the Rail Rifle, whereas the Shotgun or Dual Pistols will put a serious hurt on anyone in these maps.

Learn the ins and outs for as many weapons as possible so you're always capable with whatever you have available.

Learn where to find Dynamite. It'll give you an upper hand your opponents might not have.

Keep a general awareness of where folks may come from. Don't just react to the presence of enemies. If you are able to keep your eye on key positions, you'll surprise an enemy before they surprise you.

SECRETS UNLOCKABLE ART

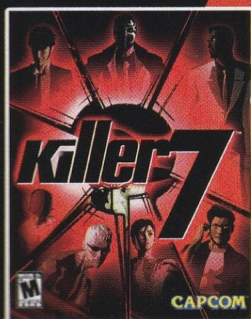
After you beat Darkwatch, you can replay the game's single-player levels in Gunslinger mode to unlock secret art files. The table below lists all the secret art files, the specific condition you must complete in order to unlock them, and what level you must meet the condition in.

CONCEPT ART SECRETS

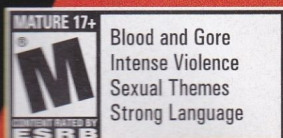
Art File	Condition	Level
Evolution of Jericho	Complete Story Mode	All
Enemies of Darkwatch 1	65% accuracy or above	Boneyard
Enemies of Darkwatch 2	20 or more melee kills	Showdown
Vehicles	20 or more headshots	Deadfall
Allies of Darkwatch	Gunslinger mode on Shootist difficulty	Baptism of Fire
Weapons	70% accuracy or above	The Morning After
Bosses	Gunslinger mode on Shootist difficulty	Curse of the West
Environments 1	0 deaths	Darkwatch Outpost
Environments 2	Gunslinger mode on Deadeye difficulty	Invasion
Environments 3	Complete in under 10 minutes	Curse of the West
Darkwatch Archives	Gunslinger mode on Deadeye difficulty	All
Attract Mode Movie	80 kills or more	Deadlight Prism
High Moon Trailer	Complete in under 15 minutes	Rescue
Introduction Movie	20 or more headshots	Hangtown
The Wrong Train Animatic	60% accuracy or above	The Wrong Train
Giddy-up, Cowboy Animatic	30 or more melee kills	Torture Maze
Showdown Animatic	Gunslinger mode on Shootist difficulty	The Right Train

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The background of the cover is a dark, atmospheric illustration of a ship's deck. A figure is seen hanging from a gallows in the upper left, and another figure is visible in the lower right. The sky is filled with birds, and the overall tone is somber and mysterious.

DARKWATCH

OFFICIAL STRATEGY GUIDE

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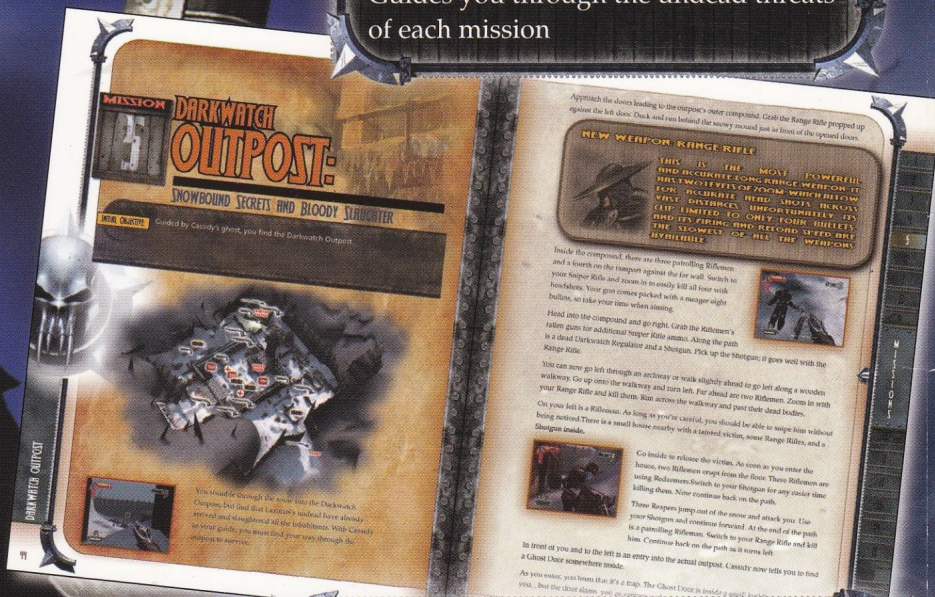
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